

2 GUIDES IN 1!

FREE POSTER!

VERSUS BOOKS™

THQ™
GAME BOY ADVANCE

SEGA®

SONIC ADVANCE™



Official PERFECT GUIDE

Full Walkthrough of all SIX Zones!
All Chaos Emeralds Revealed!



Based on a game
rated "E" by the ESRB

ISBN 0-9706468-6-0

VOLUME 37

WRITTEN BY
VERSUS BOOKS STAFF

ART GUY
TIM DAVIS

SPECIAL THANKS TO
CASEY LOE

TINY CHAO GARDEN STRATEGY BY
JIM MAZUREK

CEO
MATTHEW TAYLOR

PRESIDENT
LEN CICIRETTO

**VP OF EDITORIAL AND
ASSOCIATE PUBLISHER**
HOWARD GROSSMAN

MANAGING EDITOR
PATRICK CUNNINGHAM

PRODUCTION DIRECTOR
PETER DISCOE

VP OF SALES
SKIP MCFERRAN

CONTROLLER
JANICE RAAB

WEBMASTER
RENEE MALCOLM

ASSISTANT CONTROLLER
PATRICIA LEIGH

SALES ASSISTANT
KAY SMITH

ACCOUNTING ASSISTANT
TONYA ROOPE

ADMINISTRATIVE ASSISTANT
JACQUE DAVIDSON

ADMINISTRATIVE ASSISTANT
TERRY ADAMS

CORPORATE ADVISOR
PATRICK J. FERRELL

ISBN: 0-9706468-6-0

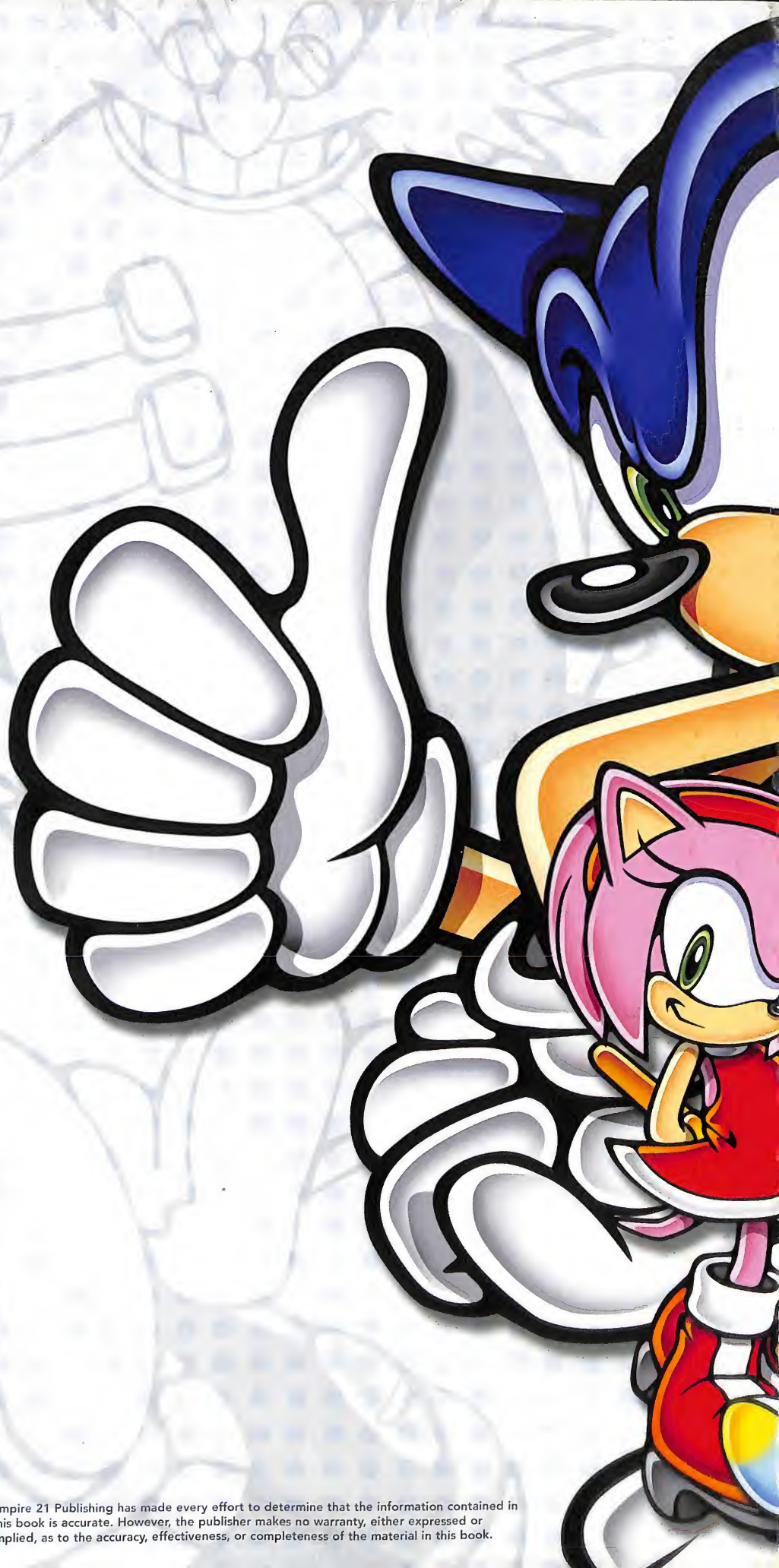
PRINTED IN USA

TELL US WHAT YOU THOUGHT OF THIS BOOK!

E-MAIL: SONIC@VERSUSBOOKS.COM
WEB: WWW.VERSUSBOOKS.COM
SNAIL MAIL: SONIC c/o VERSUS BOOKS
PMB #404
2532 SANTA CLARA AVE.
ALAMEDA, CA. 94501-4634

Original Game ©SEGA CORPORATION. ©SONIC TEAM/SEGA CORPORATION, 2001. All Rights Reserved. Sonic The Hedgehog and all related characters are trademarks or registered trademarks of SEGA CORPORATION or its affiliates. This product is licensed by the Sega Corporation. www.sega.com. Exclusively co-published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. Entire contents © 2002 by Empire 21 Publishing, Inc. All rights reserved, including the right of reproduction in whole or in part in any form. VERSUS™ and VERSUS BOOKS™ are trademarks of Empire 21 Publishing, Inc.

Empire 21 Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book.



The background of the cover features a large, stylized illustration of Sonic the Hedgehog's head and shoulders on the left, smiling. Below him are Tails, Knuckles, and a blue Chao. The title 'SONIC ADVANCE' is prominently displayed in the upper right.

SONIC ADVANCE™

Table of Contents

Introduction

- ▶ THE CHARACTERS 02
- ▶ TIPS & TECHNIQUES 04

Main Strategy

- ▶ NEO GREEN HILL 06
- ▶ SECRET BASE 10
- ▶ CASINO PARADISE 14
- ▶ ICE MOUNTAIN 18
- ▶ ANGEL ISLAND 22
- ▶ EGG ROCKET 26
- ▶ COSMIC ANGEL 28
- ▶ X-ZONE 30
- ▶ MOON ZONE 30
- ▶ SECRETS 32

Bonus Features

- ▶ VERSUS MODE 34
- ▶ TINY CHAO GARDEN 36



The Characters

Sonic the Hedgehog

- Sonic is a good character for beginners, and is probably the third best character overall, right behind Tails and Knuckles. The only reason he isn't as good as either of those characters is because of his substandard special abilities. What he lacks in special abilities however, he makes up for in pure speed and ease of control. This is why we recommend Sonic for beginners, or for players who just want to complete the levels with none of that "fancy stuff" that Tails and Knuckles have a lot of.
- In Vs. Mode, Sonic is the fastest character to complete levels with. If you're running the Race Mode, be sure to pick Sonic for the easy win.
- As a side note, Sonic can go into Ball Mode to take full advantage of the various loops and springs placed throughout the stages.



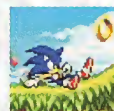
Sonic's Moves



Spin Dash (Down + A)
This move is used to get a supercharged launch from a standstill.



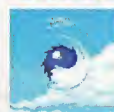
Jump Dash (In the air, Right, Right)
We found this move to be awkward, although it does get a bit of extra length out of your jump.



Somersault/Slide (B, B, B)
This special is most useful when you need to attack horizontally.



Ball Mode (Down)
Being able to morph into a ball is one of Sonic's fastest and easiest moves.



Insta-Shield (A, A)
Sonic's most useful special ability, this works as a shield to absorb hits while you're in the air.



Speed
Jumping
S. Skills



Miles "Tails" Prower

- Tails is the best character overall, mostly because his flying ability lets him get out of even the most difficult of situations. Instead of having to hit some tricky spring loop combo and then launch off a ramp, Tails can simply fly up to the ledge with the push of a button. After playing Tails for a few levels, you'll see why the ability to fly is borderline cheating.
- Tails' ability to swim only adds to his already perfect mobility. His lack in running speed is more than made up with the ability to "doggie paddle" through the water, thereby reducing the number of times you need to scramble around looking for air.
- His Tail Attack isn't very swift, but it does serve its purpose. Sometimes it's just more convenient to whip out your tail and smack something than it is to move around and try to jump on it.



Tails' Moves



Spin Dash (Down + A)
Just like with Sonic, this move is used to get a super speed boost in Ball Mode.



Swimming (In water, A)
The ability to swim underwater is unbelievably useful. You'll never drown with this.



Ball Mode (Down)
This move also works just like Sonic's. Crouch into a ball and move!



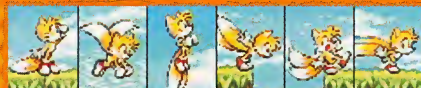
Tail Attack (On ground, B)
An excellent attack, this one is used to take out enemies or to crack open boxes.



Propeller Flying (A repeatedly)
After a regular jump, Tails can fly in the air with this move. Tails gets only eight seconds of continuous flying before he gets tired.



Speed
Jumping
Special Skills



The Characters

Knuckles' Moves



Spin Dash (Down + A)

Just like the two characters before him, Knuckles can charge up his rolls.



Dash Glide (In the air, A)

More like a super-extended double jump, this special move is very useful.



Swimming (In water, A)

Although not nearly as proficient as Tails, Knuckles can swim a little bit.



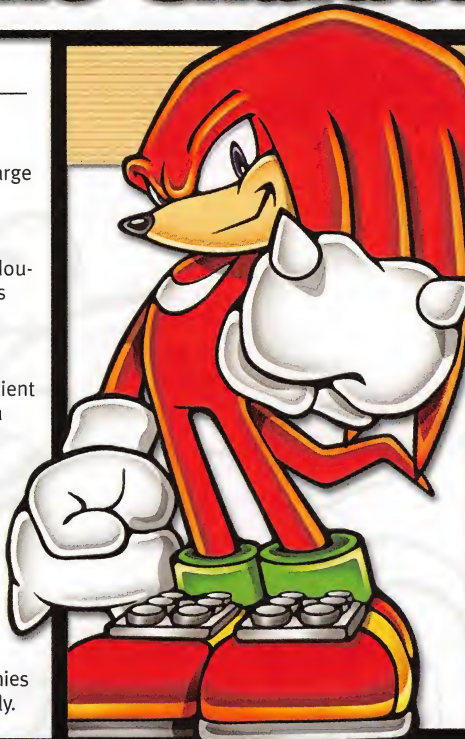
Climbing (Control Pad)

If you grab onto a flat wall or ledge, you can climb all the way up and over it.



Punch Combo (B, B, B)

Execute one punch at a time, or hit the combo. These are great moves to take out enemies both vertically and horizontally.



Knuckles the Echidna

- Simply said, Knuckles would be the best character in the game if it weren't for Tails' ability to fly. His Dash Glide, Punch Combo, and Climbing ability make him so well rounded that he excels in almost every single zone. He is semi-advanced on the control end, due to the fact that his Dash Glide and Climbing ability take some getting used to.
- Knuckles' Punch Combo is great for clearing enemies both vertically and horizontally. His Dash Glide can also be used as an attack, but you just have to make sure you time it correctly so as not to *land* on the enemy, but rather *ram* into the enemy.
- Knuckles' Climbing ability is simply awesome, and it enables him to search areas that are non-explorable with any of the other characters.



Speed
Jumping
Special Skills



Amy's Moves



Hammer Attack (B)

Amy's basic attack is very slow, although useful in certain situations.



Hammer Jump (Down + B)

This super jump allows Amy to reach high ledges, cliffs, and platforms with ease.



Giant Step (Down + A)

Since Amy can't go into a Spin Dash, this is her only way to build up speed.



Sliding Attack (Down + A, B)

This attack is swift, but hard to pull off on demand.



Hammer Whirl (In air, Down + B)

Amy's *best* overall move, you'll use this on every boss, and every enemy that gives you trouble.



Amy Rose

- Amy is the most different and "advanced" of the four characters. Since she is the only one of the four characters that doesn't use Spin Dashes or Ball Mode, you may be at a loss for what to do in certain situations. Just remember that she relies on her Piko Piko Hammer, and you'll do fine.
- Amy's Giant Step is the most useful movement ability she possesses. Instead of charging up a Spin Dash, Amy relies on this move to get her going.
- The Hammer Whirl is the staple offensive move in Amy's arsenal. Since she doesn't turn into a ball when she jumps, you *NEED* to execute this move to damage enemies when you jump on them. If you don't, Amy will sustain damage.



Speed
Jumping
Special Skills





Tips & Techniques

CHARACTER CONTROL



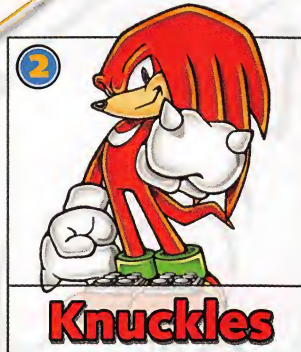
When all is said and done, this game is really ALL about character control. How well you jump, run, and attack makes all the difference. And since the game is in 2-D, it's a throwback to the 8- and 16-bit days where everything needed to be precise. The better the control you have over your character, the easier the game will be. Since there are no tricky button sequences to master or special items to deal with, learning how to really "control" your character comes from experience. The more you play with each character, the more you'll learn what you can and can't get away with.

This quick reference chart lists the four characters from best to worst, and explains their ranks.



Tails' Propeller Flying and Swimming skills just plain rock the house. The ability to fly over a large gap or swim up for air when you're about to die are simply the greatest of all conveniences. He's equally balanced in ALL 13 levels, does great against bosses, and is the only character who has little trouble accessing any of the seven Special Springs.

Conclusion: Pick Tails if you want the absolute greatest in character control. From flying to swimming, Tails excels on all levels.



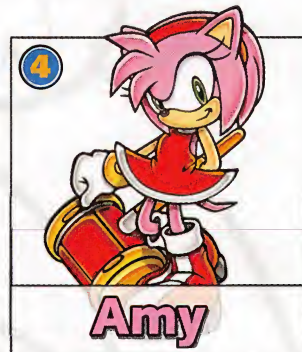
Knuckles' Dash Glide and Climbing ability are two incredibly useful skills. When playing Knuckles, we found ourselves spending more time using the Dash Glide than we did running or rolling through the various levels. It's just *that* good. The climbing ability is more limited to specific spots, but the ability to get those extra item boxes makes this skill worthwhile.

Conclusion: Pick Knuckles if you like to play fast, and have almost as much control as Tails.



Sonic has no special movement abilities, and is thus classified by most players as somewhat "simple." Don't let that fool you, however. Sonic plays at a much faster rate than the other three characters because he has no other moves to distract him from his goals. If you're looking for a character to complete levels with no frills, then Sonic is your man.

Conclusion: Pick Sonic if you're the ultimate speed demon. The lack of gimmicks keeps Sonic extremely focused on moving forward.



Amy is very difficult to play. Her lack of movement abilities combined with her inability to go into Ball Mode make her the odd man out. Although she really shines on certain boss battles because of her Piko Piko Hammer, her lack of overall control makes her our lowest-ranked character in the game.

Conclusion: Pick Amy only if you've mastered the other three characters. Her inability to go into Ball Mode may be very difficult for beginners to grasp.

Only One Ring...

In a weird sort of way, you really never need to have more than one ring on hand to remain protected. Even during boss battles where it's recommended to have more than one (if only for the ease of picking them up when you get hit), one ring often does the job. Why? Because you can just pick it up when you get hit! There are two tips to remember when you have one ring:

- 1 If you take a hit, your ring will **ALWAYS** fly off to the left.
- 2 Your character will be bumped in the opposite way you're facing when you're hit. Try to always attack from the **LEFT** (pictured).

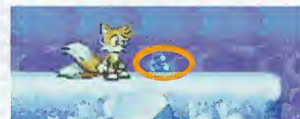


AquaTips

No, this isn't a wacky name for some futuristic hydration product, but rather a few brief tips on how to survive while playing the Ice Mountain Zone.

1 You have a limited air supply when you're underwater. Every character's supply is the same: 18 seconds worth. After 18 seconds, a 5-second countdown clock will appear over your character's head. If you don't get air within those 5 seconds, you lose a life.

2 There are only two ways to refill your air supply. The first is to simply swim or jump to the surface and break through, and the second is to find an air bubble source (as shown below).



Item Boxes

This section shows all eight item boxes, what they do, and where to get them. These items remain the same no matter which character you're playing as.



5 Ring Box

Opening one of these boxes grants your player five rings at once. Usually these are in easy-to-reach places and don't involve much risk.



10 Ring Box

These boxes grant your player ten rings at once. Much like the 5 Ring Boxes, these are usually pretty easy to find and are often unguarded.



? Ring Box

These boxes grant your player a random number of rings, anywhere from 1–40. That's right, you can get a possible 40 rings out of ONE of these boxes! (Note: That's almost halfway to a free life.) These Ring Boxes are usually well-guarded and/or up and out of the way.



Speed Boots

These enable your character to move at 2x normal speed, for 20 seconds. After the 20 seconds, your character returns to normal speed.



Barrier

This enables your player to take one hit without losing all of your rings. When the hit is taken, the Barrier absorbs it and disappears.



Magnetic Barrier

The Magnetic Barrier has all the powers of a standard Barrier, plus it works as a magnet to automatically attract rings toward your character. The magnetic radius measures about 15–20 feet in-game.



Invincibility

Just as it sounds, this makes your character completely invulnerable for 20 seconds. (Note: You can still die if you fall in a void.) When it's active, you only need to touch enemies to destroy them.



Extra Life

The most highly sought-after item of all, this grants your player one extra life. Pay special attention to the locations on our maps!

Enemies Chart

This helpful chart shows all 23 enemies in the game, broken down by zone. Each enemy only takes one hit to kill, so we've listed their methods of attack to help you take care of them more easily.

ZONE 1



A Kerokero

These crabs shoot two projectiles that travel on an arc.

B Stinger

These flying bees shoot one slow-moving projectile.

C Gamigami

These monkeys only ride in trees, and they throw grenades.

D Rhinotank

These rhinos speed up and charge you.

E Frog

These tricky frogs will either jump on you or over you. Roll attacks work best.

ZONE 2



A Mog

These little guys pop out of the ground at the worst of times, causing damage by getting underneath your character.

B Tento

You can't attack these pufferfish until they put away their spikes.

C Senbon

These butterfly creatures shoot two bomb-like projectiles.

D Fireball

You cannot attack fireballs. They pop out of the lava pits toward the lower reaches of Zone 2.

ZONE 3



A Slot

These roving creatures shoot vertical-moving projectiles that explode.

B Hanabee

If you attack the Hanabee with a roll attack, you'll be repelled by its rubber ball-like lower body. You can only destroy it with a top-down attack or a special attack.

C Pierrot

These flying bat-like creatures drop energy bombs.

ZONE 4



A Yukimal

These frosty little snowmen throw snowballs.

B Penguin

Much like the Yukimal, but the Penguin kicks snowballs at a much faster speed.

C Medusa

Medusas only appear underwater, and are invulnerable when they're charged up. Only attack when they're not charged.

D Drillshark

These sneaky fish creatures pop out of rocky alcoves at the worst of times. Try to avoid them.

ZONE 5



A Chameleon

One of the few enemies that can't be destroyed with a roll attack. You must either jump on them, or use a special attack to destroy them.

B Rhinotank

These rhinos speed up and charge you.

C Stinger

These flying bees shoot one slow-moving projectile.

D Wan

You cannot attack these creatures on their bodies. You must hit the head to destroy them.

ZONE 6



A Oct

These flying robots fire projectiles at your current position. They're vulnerable from all sides.

B Mirror

You cannot attack Mirrors when they're closed. Only attack when they're open (like in the picture above).

C Mog

These little guys pop out of the ground at the worst of times, causing damage by getting underneath your character.

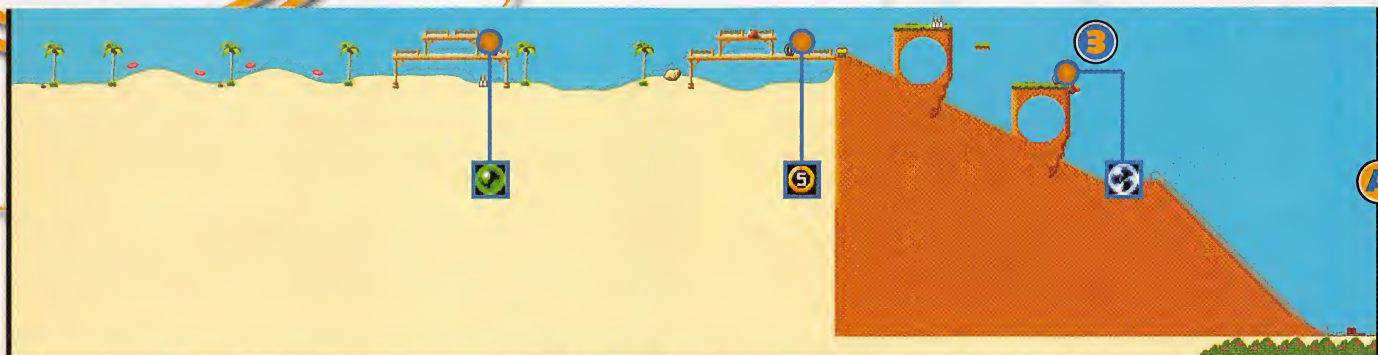


Neo Green Hill Zone

Level Overview

Act **1** One

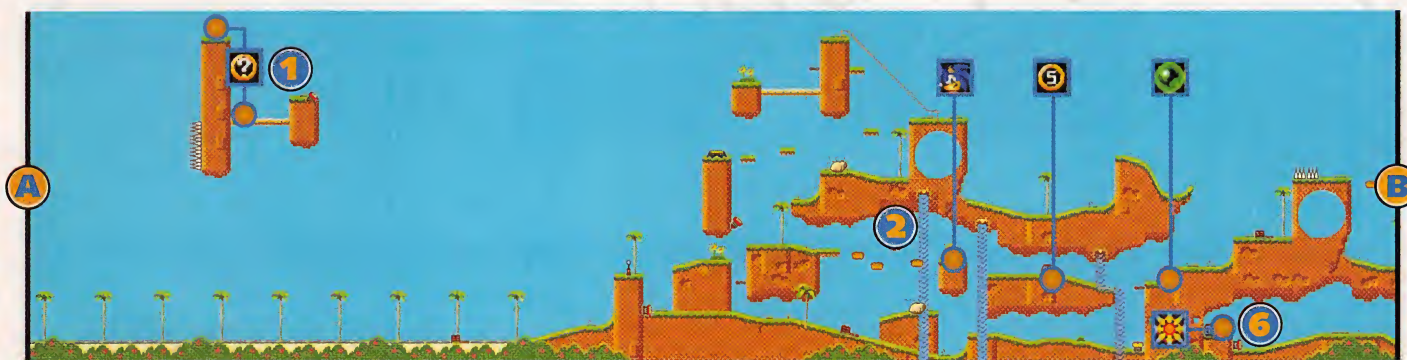
Neo Green Hill Zone has an abundance of rings (over 250), so you don't have to worry about dying. The only real secrets are the **Extra Life** toward the middle of the stage, and the **Special Spring** toward the very end. (*Note: See our Secrets section for more info on Special Springs.*)



1 Getting all the way up here is only possible with **Tails**. The reward is usually 30-50 rings, so it's worth going for.

2 Access this **Extra Life** by hitting these three jump-pads one right after the other.

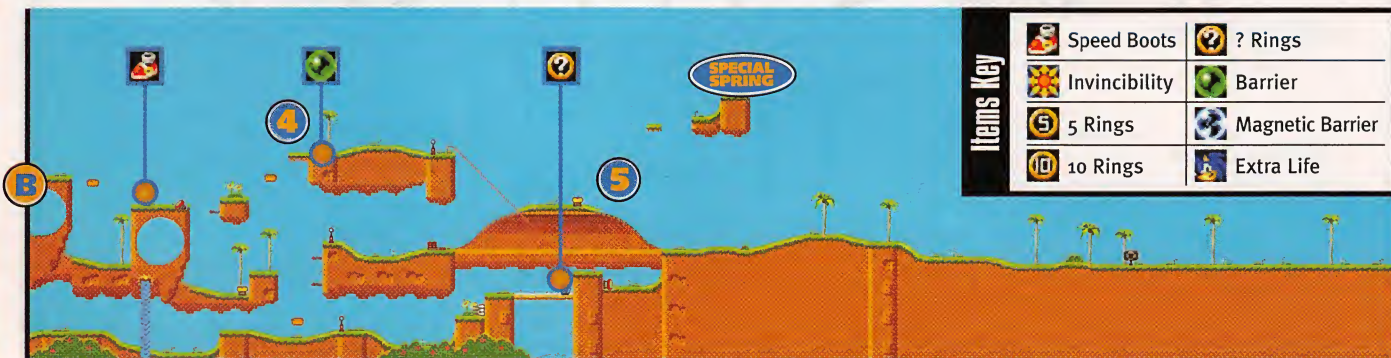
3 This **Magnetic Barrier** can be reached either by flying up with Tails, or by hitting the spring before the previous loop.



4 If you've lost your first shield and you're worried about losing that stash of rings you've accumulated so far, you can always take the high road and grab the **Barrier**.

5 There are two paths through this section of the map, but the better of the two is the 3/4 pipe. You'll collect about 25 more rings than taking the bottom route.

6 Although late in the stage, this **Invincibility** should let you breeze through the last few enemies with no problems.



Items Key

	Speed Boots		? Rings
	Invincibility		Barrier
	5 Rings		Magnetic Barrier
	10 Rings		Extra Life

Sonic the Hedgehog

Strategy

- With Sonic, just tuck into a ball and collect as many of the "easy rings" as you can. (Remember that your forward momentum will keep you out of trouble when you're tucked into a ball.) When you get out of the first loop sequence, you'll have a Barrier and about 70 rings.
- Once you approach the middle section of the map, we recommend going low instead of high. There's an Extra Life, a



Barrier, and an Invincibility all on the lower path of this area, so it's definitely your best bet.

- If you're going for mass rings, then make sure you take the path through the 3/4 pipe toward the end of the stage. You'll pick up an extra 30 rings if you take this at full speed.



Your best bet is to collect the rings inside the loops.



This Extra Life is easily accessed by hopping off this last platform.

Miles "Tails" Prower

Strategy

- can get the bonus 30-50 rings on the sky platform in the very center of the stage. If you're looking to bank some massive rings for raising your Tiny Chao, look no further than Tails and Neo Green Hill Zone Act I.
- Just remember that when you're flying, you can't bump into enemies, or it will count as damage. Not only will you lose your rings, but you'll also fall to the ground.



• Tails is our favorite character overall because of his special abilities, and his prowess on this level is no exception. Getting 200-225 rings per run is very easy with Tails, mainly because you can get the Magnetic Barrier by flying up to it, and also because you



If you're a little short on a jump, just use his flying/gliding ability.



These ? Ring Boxes at the top of the level can only be accessed by Tails.

Knuckles the Echidna

Strategy



- Knuckles plays this level almost the same way as Sonic, except he doesn't have to worry so much about enemies. If you see one of those tricky Frog creatures, simply execute your triple punch combo, and you're invincible to any of its attacks. (**Note:** Only projectiles

can hurt you during your 3-hit combo.)

- Toward the end of the stage, if you fall down too low and you want to get back up, don't forget about Knuckles' ability to climb walls. Although there are really no secrets or goodies to find in this area with this technique, this is a *really* good place to practice. In some of the later stages, you'll be able to acquire some neat secrets doing this.



Don't forget that Knuckles has the ability to uppercute enemies.



There are a few spots where you can use his Climbing ability, as well.

Amy Rose

Strategy

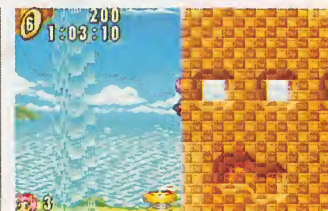


- Amy is the only character who doesn't have the ability to roll, so we don't recommend using her unless you're pretty confident about enemy placement. If you're used to just blazing through with Sonic or Tails, you'll be in for some trouble with Amy because certain jumps aren't timed for her non-aerial attacks. You'll need to actually concentrate on your jumps and time your attacks with her



The Piko Piko Hammer quickly takes care of enemies.

- Piko Piko Hammer instead of just mindlessly running as fast as you can.
- One of Amy's passive special abilities is her slightly higher jumping height. With it, you can access areas that are normally a little difficult for the other characters to enter.



This secret passage is easily accessible with Amy's extra-high jumps.

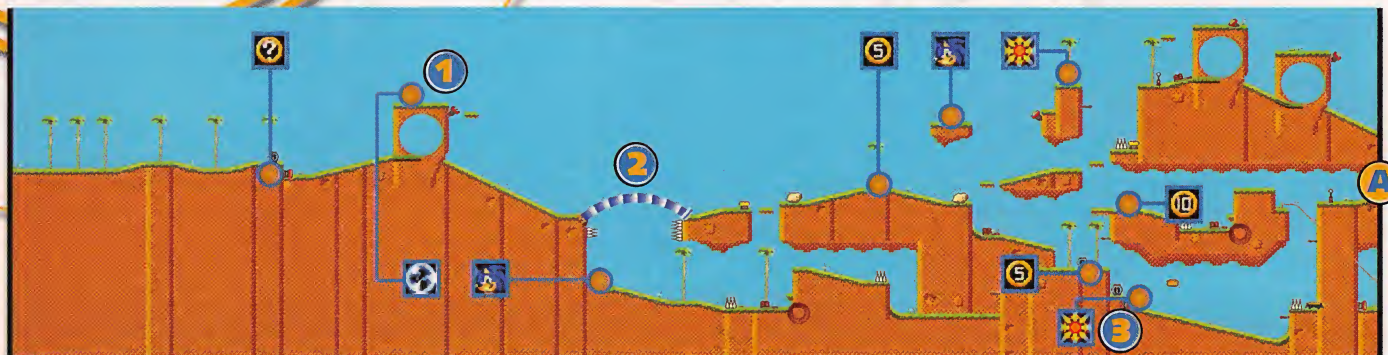


Neo Green Hill Zone

Level Overview

Act **1** Two

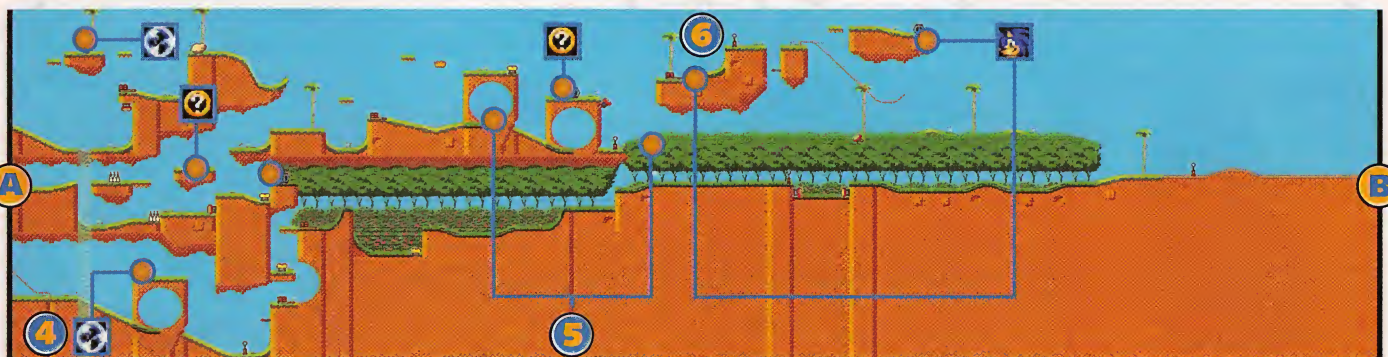
Act II isn't quite as easy as Act I, but that's mainly because of the Boss battle. If you can get up to Dr. Eggman with at least 50 rings, you're set. Also be aware that there are an astounding three **Extra Lives** placed on this stage. Use our icons to pick them all up! (*Note: There is no **Special Spring** on this stage.*)



1 Use the platform to the right of the loop to grab this **Magnetic Barrier**. Getting one this early in the stage does wonders for your ring count.

2 After riding this water stream across the canyon, you can walk back through it and fall below to get the **Extra Life**.

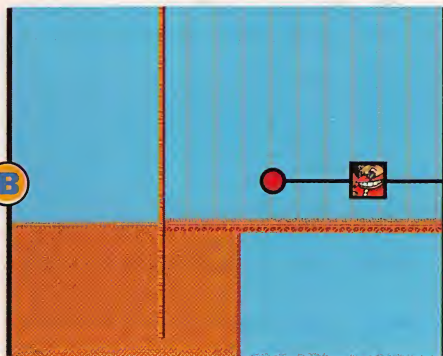
3 It's rare to have two **Invincibility** boxes right next to each other like this. Take advantage of either one, and **MOVE!**



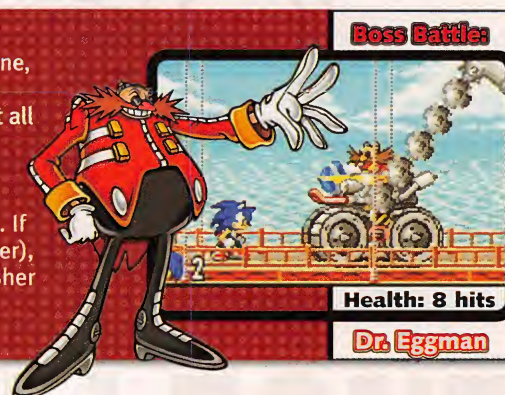
4 This whole middle area is pretty messy, with power-ups scattered everywhere. We recommend using the **Magnetic Barrier** if possible.

5 Either route through the treetops is covered with rings, but the higher route gives about 25% more. The easiest way to get there is to hit the dual loop sequence about 25 feet back.

6 To get this Extra Life, you'll need to get on top of the dual loop sequence about 100 feet back. There's a spring on the edge of the second loop that launches you up here.



- 1** Your first boss fight isn't a tough one, as long as you remember the golden rule: always have at least **ONE** ring at all times. If you're hit, quickly scramble to grab a ring before retaliating.
- 2** Try to time your attacks so that you can get in two or three per pass. If you do it correctly (with any character), you can take out Dr. Eggman's Smasher Basher in only three passes.



Sonic the Hedgehog

Strategy

- Sonic should use his traditional running and jumping skills to get through the stage, making sure to collect all three extra lives if possible. Try and save a Barrier for your battle against Dr. Eggman.
- Against Dr. Eggman, Sonic really only has one method of attack: his Ball attack. If you time it correctly and make the first attack land on his outermost edge, you will rebound



and hit him for at least one more shot before he passes through you. Just remember not to make HUGE jumps, or you'll rebound all the way up into his hammer. If you do take damage, try to recover at least one ring so you have one at all times.



Don't miss this easy Extra Life hidden below the waterfall.



Sonic's best method of attack is to jump on Dr. Eggman.



Miles "Tails" Prower

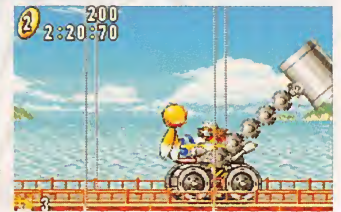
Strategy

- During the boss battle with Dr. Eggman, Tails needs to utilize the same method of attack as Sonic. Time your jumps in between the hammer swings, and try and get in a decent rebound double attack when you see the opening to do so. Whatever you do, don't click the Fly command, or you'll take heavy damage.

Tails has an incredibly easy time with this level (as he does with most levels). If you pass up the route to getting an Extra Life or bonus item, just stop what you're doing and refer to our map for placement. Once you find the item you need, just FLY on up there!



Tails can simply fly up and grab this Extra Life at the end of the stage.



Much like Sonic, Tails needs to use his jumping Ball attack to win.



Knuckles the Echidna

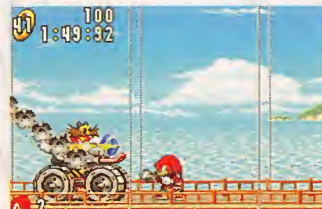
Strategy

- For the most part, play Knuckles just like you would Sonic or Tails. There are a few spots where Knuckles can use his Climbing ability to make it back up from a spot he didn't mean to fall into.
- Knuckles needs to rely on his 3-hit Combo to get things

done with Dr. Eggman. You can use the jumping method also, but since his 3-hit Combo attacks with such speed, we found it easier to execute without taking any damage. If all else fails, just go nuts and deliberately take a hit, forcing a brief moment of invincibility during which you can get in at least two or three hits. As long as you pick up at least one ring during that time, you're set.



Sometimes Knuckles' Climbing ability really comes in handy.



The 3-hit Combo is Knuckles' best method of attack.

Amy Rose

Strategy

- Amy plays this level completely different from the other characters, and she isn't recommended until you fight Dr. Eggman at least once or twice with everyone else. The main reason for this is because Amy does NOT have any variety for this battle. She mainly relies on her Hammer Whirl, which unfortunately only attacks from the top. Just try and time the Hammer Whirl so that you can get a decent rebound and

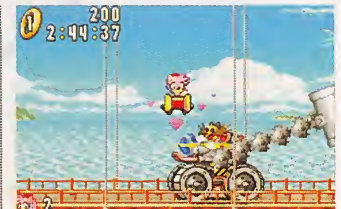


not be forced back into Dr. Eggman's hammer. If you can do that, you should be able to complete this battle without taking a single hit.

- For Dr. Eggman's final berserk mode, just use Amy's standard Hammer Attack (mash the buttons).



With Amy, you'll need to watch out for the telescoping spikes.



Amy's Hammer Whirl really works wonders on Dr. Eggman.



Secret Base Zone

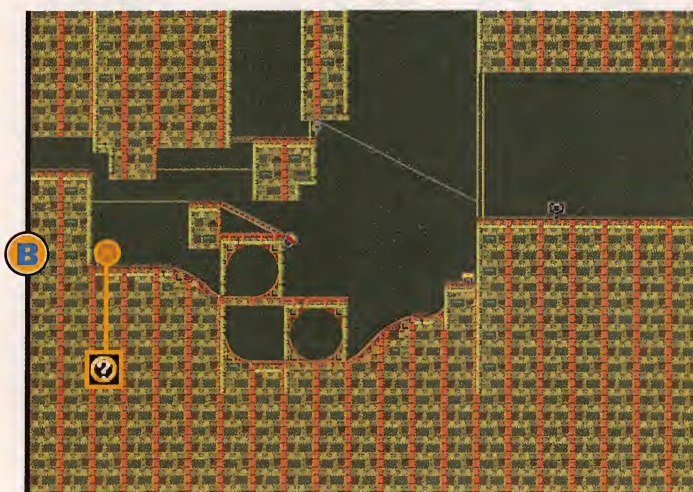
Level Overview

Act **2** One

Although it looks perilous at first glance, there are really no more hazards in this first act than you've seen in the past. Just remember that many of the spikes are telescoping, and many of the enemies shoot projectiles. Make sure to grab the **Extra Life** before completing the stage. (*Note: There is no **Special Spring** on this stage.*)



Speed Boots	? Rings
Invincibility	Barrier
5 Rings	Magnetic Barrier
10 Rings	Extra Life



1 Get ahold of this **Magnetic Barrier** early in the stage by hopping over to this ledge. Having this will pretty much let you run through the rest of the stage without worries.

2 To get this **Extra Life**, you need the Speed Boots from about 25 feet earlier. With them equipped, you'll need to get a full-powered launch from the ramp below. If done correctly, you'll have enough boost to launch up onto the ledge to grab the Extra Life.

3 Remember that sometimes **? Ring Boxes** give one ring, and sometimes they give 40 rings. Your best bet is to crack them open whenever you get the chance!

Sonic the Hedgehog

Strategy

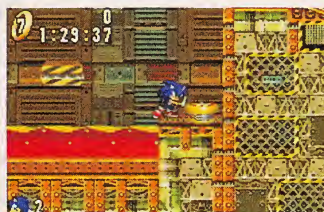
- This level plays pretty straightforward, with no "pits" or "voids" to worry about. Your only real trouble is dealing with all the little pop-up enemies that try and block your path when you're speeding along. Just remember to stay in Ball Mode, and they're toast.
- There's one Extra Life on this stage, and it's not easy to get. First off, you'll need to get yourself situated at the



very beginning of the ramp that precedes the Extra Life. Next, Spin Dash to full speed and launch off the ramp (making sure to get enough lift to reach the ledge).



Sonic can grab this Barrier by launching from the ramp below.



When you're near lava, watch out for the fire projectiles!



Miles "Tails" Prower

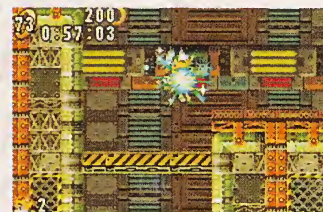
Strategy

Again, Tails' flying ability is borderline cheating, and lets you pretty much do whatever you want.

- Remember that every 100 rings grants an extra life (to any character), and it's entirely possible to hit 200 rings on this level alone. If you're trying to get through the whole game in one huge run, you can stack up massive extra lives in these early stages.
- Tails plays this section the same way as Sonic does, using Ball Mode to collect rings while staying out of trouble. There are a few spots where his Flying ability comes in handy, namely: 1.) the section with the Extra Life, and 2.) if you ever need to backtrack for a Barrier.



The direction you jump depends on which side of the rope you're on.



This Invincibility lets Tails whip through the middle part of this map.



Knuckles the Echidna

Strategy

- Use Knuckles' Dash Glide whenever you get the chance. Not only does it let you cover a lot of ground quickly, but it also keeps you off the ground where all those dangerous spikes and pop-up enemies dwell. Another cool fact about the Dash Glide is that

Knuckles uses his fists as weapons during the flight. So in other words, anything you run into or glance past while using the Dash Glide will be automatically pummeled.

- As you play more and more with Knuckles, you'll realize how useful his Dash Glide and Climbing ability really are. This stage is chock full of places to climb, glide, and explore.



Use a Dash Glide to get over to this Magnetic Barrier.



If you build up enough speed, you can launch right up to this Extra Life.

Amy Rose

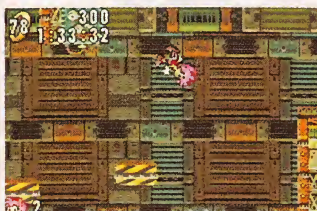
Strategy

- Since this level is full of springs and spring-pads, we thought it would be important to remind you that Amy doesn't automatically go into Ball Mode when she hits a jump. She's fully open to attack under these circumstances.
- Amy needs to play cautiously on this stage, making sure not to walk into any spikes or enemies. Her inability to go into Ball Mode makes her an open target when she's moving



laterally, so just remember to play a little slower than you usually do.

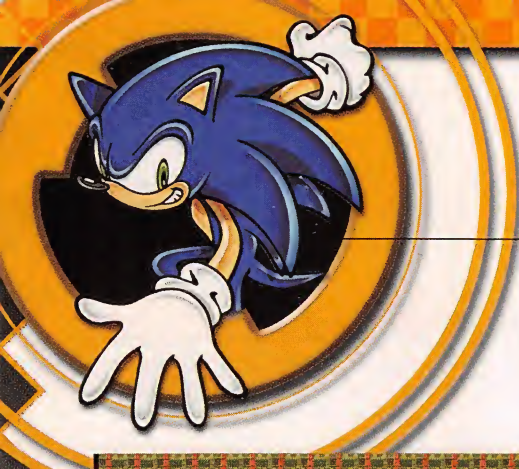
- Amy's Piko Piko Hammer is very important here, enabling her to Hammer Jump up to high ledges, or Hammer Whirl down on top of enemies.



Remember that Amy won't turn into a ball when she hits springs.



Amy needs to rely on her standard Hammer Attack to clear enemies.



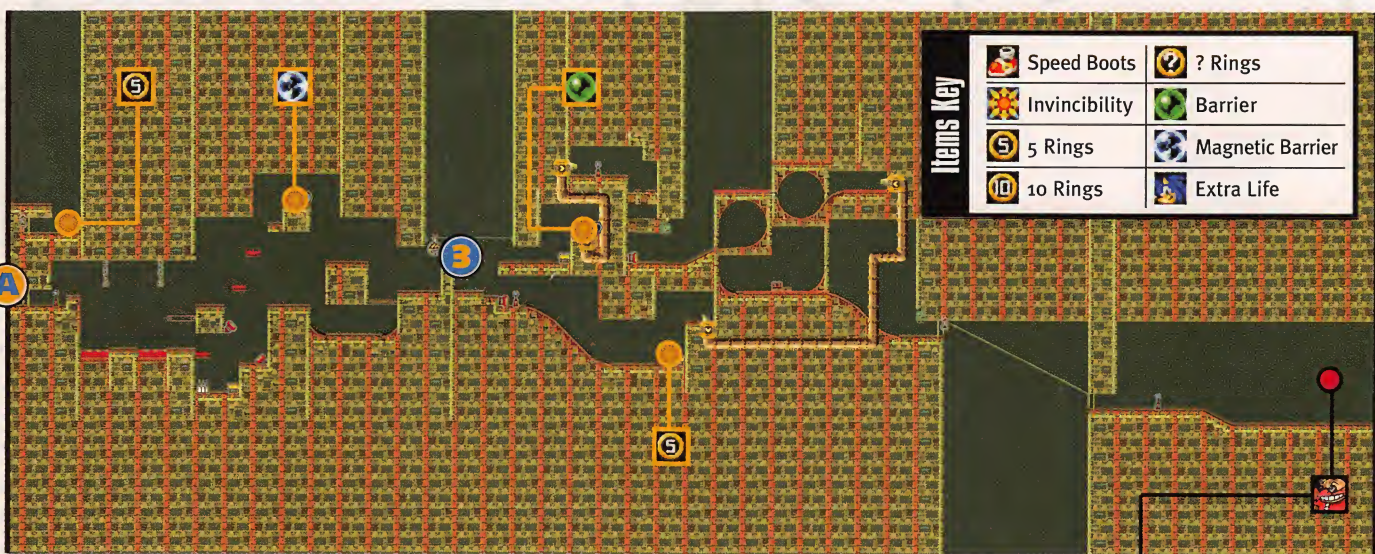
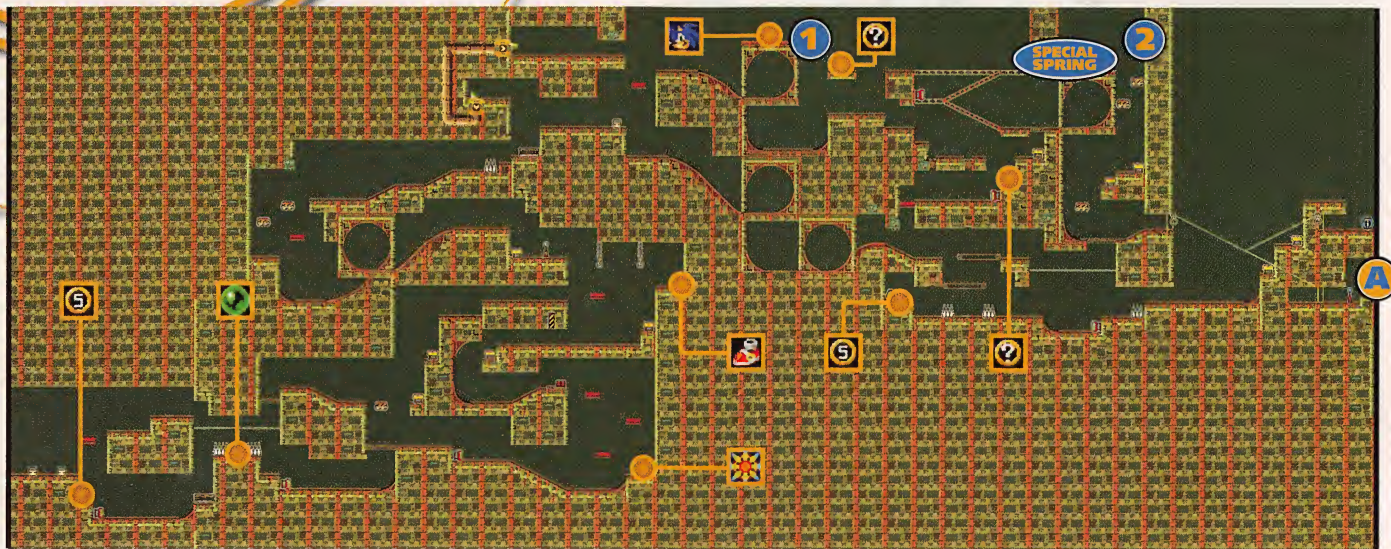
Secret Base

Zone

Level Overview

Act **2** Two

Relatively speaking, this level is PACKED with stuff to do. You've got the **Special Spring** about halfway through, and the boss battle at the very end. There's one somewhat hidden **Extra Life** toward the middle of the stage (see map), and the rest of the power-ups are in pretty standard locations.



Items Key

Speed Boots	5 Rings
Invincibility	10 Rings
? Rings	Barrier
Magnetic Barrier	Extra Life

- 1** Unfortunately, only Tails and Knuckles have access to this **Extra Life**. Located on the very top of this loop, you'll need to either climb up or fly up to grab it.
- 2** To hit this **Special Spring**, you'll need to stop yourself from flying past the retention wall. When you do so, simply Spin Dash back up the hill and over to the spring-pads that lead up to the Special Spring.
- 3** Make sure to save ONE of these two **barriers** for the boss!

Boss Battle:

1 This time Dr. Eggman is packing a better machine that attacks much faster. You'll basically want to avoid his jumps by continuously moving from place to place, all the while trying to get in an attack of your own when you see the opening.

2 When he does his super jump, make sure you're not on the ground or the vibration will make you lose your rings.

Health: 8 hits

Dr. Eggman

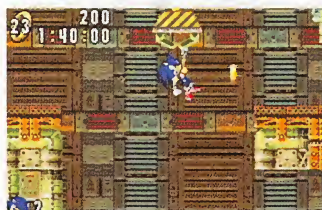
Sonic the Hedgehog

Strategy

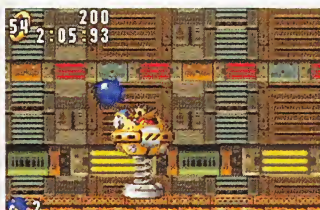
- There's one Extra Life toward the middle of the stage, as marked on our map.
- Against Dr. Eggman, make sure to go in with at least a Barrier and 50 rings. His SpringPod will make jumps according to where you're standing, always be on the move. Since you'll only be able to do damage with the standard jump attack, timing will be everything.



- Make sure you're not standing on the ground when Eggman lands from his super jump. Not only does he track your position (it's a homing attack), but the vibration effect from his SpringPod will make you lose your rings even if you aren't hit directly.



Be on the lookout for cranes and levers that give you a lift.



Time Sonic's Jump Attack to hit right as Dr. Eggman lands.



Miles "Tails" Prower

Strategy

likely take you more than one or two tries to complete, we recommend using Tails, as he's the easiest to reach the spring with.

- The best part about playing Tails on this level is how easily he can reach the Special Spring. Even if you misjudge the momentum on the first loop (and as long as you don't hit the ripcord), Tails can simply fly back up the channel. Since the Special Stage will

- As for Dr. Eggman, Tails fights in a similar way to Sonic. Time the SpringPod's jumps, making sure to give it one good hit per pass. After six hits, Dr. Eggman will do a super jump attack. Dodge it, get in two more quick hits, and you've won!



Although it looks high on the map, Tails can easily fly up to the Special Spring.



If you time it right, Tails can get in two attacks right after another.

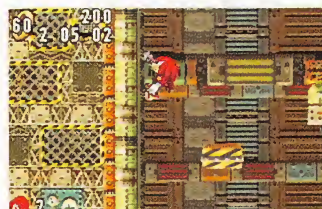


Knuckles the Echidna

Strategy

- Knuckles can access the Special Spring fairly easily by utilizing his Climbing ability. Just attach yourself to the wall and go!
- Unfortunately, Knuckles' 3-hit Combo does him absolutely no good when fighting Dr. Eggman in his SpringPod.

- There just isn't a sufficient opening to try and get in any of the three hits. If you try it, you'll take damage every time.
- The best method of attack for Knuckles is to simply time Dr. Eggman's jumps in his SpringPod, and then use the Dash Glide when there's an opening. The other cool thing about the Dash Glide is that it keeps you off the ground and immune from the vibration damage.



Knuckles can climb back up this loop to reach the Special Spring.



Knuckles' Dash Glide is the best attack against Dr. Eggman's SpringPod.

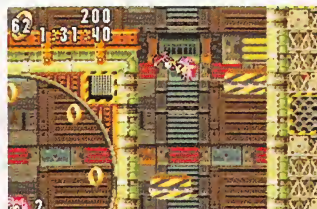
Amy Rose

Strategy

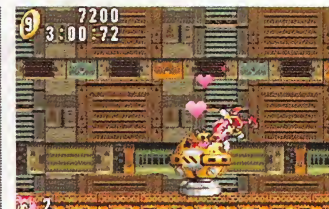
- Since Amy has no special skills that affect her movement, rely on her Hammer Jump to help give you the edge when attempting to make high ledges or platforms. Also be aware of the telescoping spikes, and enemies that pop out of holes. Since Amy can't use the Ball Mode, she's much more prone to stumble into these types of things than the other characters are.



- Against Dr. Eggman, Amy needs to alternate between her standard Jump Attack and her Hammer Whirl. The Jump Attack should be used when you're horizontal, and the Hammer Whirl when you're vertical. Amy has the toughest time with this boss by far.



Amy needs to rely on solid jumping skills to reach the Special Spring.



You can use the Jump Attack or the Hammer Whirl against Dr. Eggman.

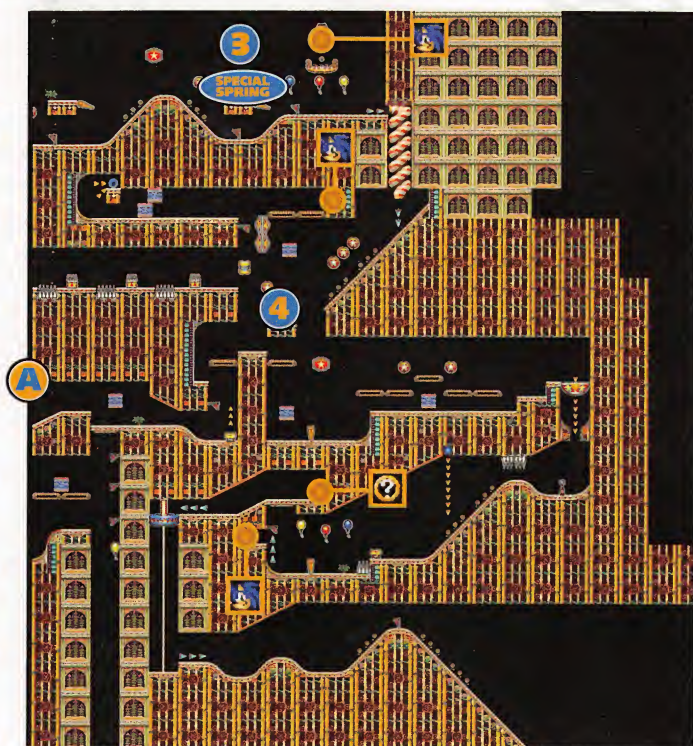
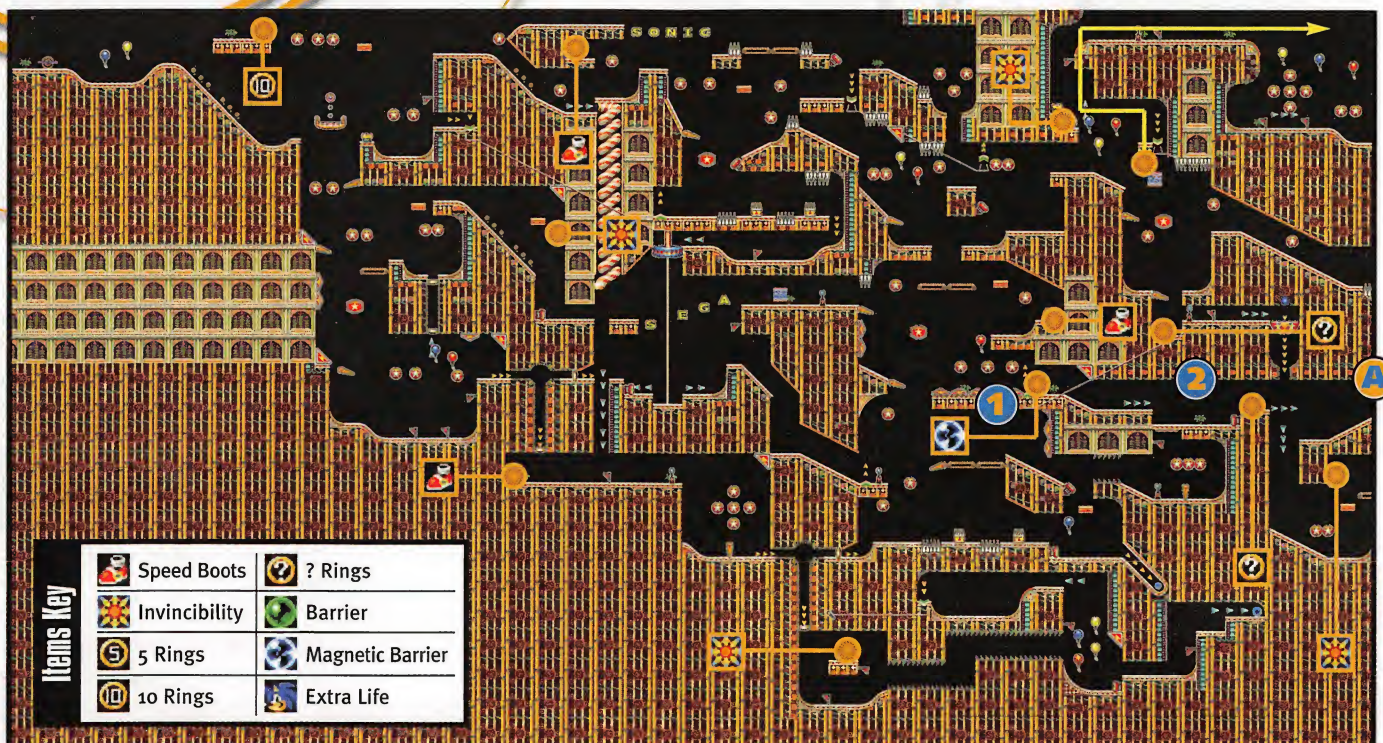


Casino Paradise Zone

Level Overview

Act **3** One

This level is a lot of fun, but borderline impossible to actually direct your route with any sort of speed. We recommend playing it a few times to get the feel for the different pinball-like objects, and take it from there. The **Special Spring** is up toward the very end of the stage, on the north end of the board. There are three **Extra Lives** at the very end of this stage, so don't pass 'em by!



1 This is the only **Magnetic Barrier** on the stage, and it's placed about halfway through. If you're trying to collect rings, make this little ledge one of your stops.

2 Although the chance of getting only a few rings is always there, these **? Ring Boxes** should be your number-one target if you're going for max rings. Both of these are accessible if you come down from the top, then ride the spinner device and backtrack a bit to get the second box.

3 This **Special Spring** is up and out of the way, but easy to access once you know where to look. If you follow our yellow pathway arrow on the map (in the upper right quadrant), you'll see how easy it is to just hop right up the few ledges and onto the Special Spring.

4 Before you complete the stage, it's wise to grab all three **Extra Lives** in this small area. The first one needs to be grabbed after accessing the Special Spring, the second one is only a few meters below the first one, and the third is a few meters below the second.

Sonic the Hedgehog

Strategy

- A radical change from the past two zones, Casino Paradise Zone is really one big hectic pinball game from start to finish. Although you won't need to learn how the various obstacles work to complete the level, you will need to learn about them if you want to move around with any sort of accuracy.
- A Magnetic Barrier on this stage is probably the best item you can get. All those



"out of the way" rings will come to you with ease.

- There's only one "void" in this area, and it's toward the very end in the bottom left quadrant of the second map. Press toward the right, and the springs will get you out.



Use these paddles as you would in a regular pinball game.



Once you get the Magnetic Barrier, it's "hello rings!" time!

Miles "Tails" Prower

Strategy

- Stage, grab as many of the Extra Lives as you can get before continuing toward the exit. There's one right above the Special Spring, and then two more below it.
- When you get near a pinball paddle, your jump button activates the paddle like a regular pinball machine. You can sort of direct where you want to go by waiting until you roll down to the edge, or releasing early.



- Tails has the easiest time accessing the Special Spring on this level, so we recommend playing as him if your goal is to earn the Chaos Emerald for this zone. After your successful (or failed) attempt at trying to get the Chaos Emerald in the Special



Balloons give a greater-than-normal height on your jumps.



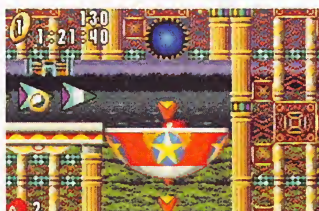
As usual, Tails has the easiest time accessing the Special Spring.

Knuckles the Echidna

Strategy



- Knuckles Climbing ability simply rocks in this zone, mainly because there's not much order to the level and everything is so scattered. If you're trying to collect every ring on the stage or do some crazy exploration, Knuckles is your man.



Those swirling blue holes take you from one place to another.



Knuckles can really get through this level quickly with his Dash Glide.

Amy Rose

Strategy



- As with the previous zones, Amy is by far the toughest character to use in the Casino Paradise Zone. Her extra-high jumping ability helps out in certain areas, but again, her lack of being able to go into Ball Mode leaves her too vulnerable when just walking around. Get into the habit of constantly swinging her Piko Piko Hammer whenever you jump. That way, you'll be safe



Use Amy's Hammer Jump to reach extremely high ledges or poles.

- from enemies that attack quickly, or enemies that pop up at the wrong times.
- It's tough to get Amy up into the area with the Special Spring, but if you do, make sure to grab the three Extra Lives on the way down.



With Invincibility, Amy has little trouble blazing through enemies.

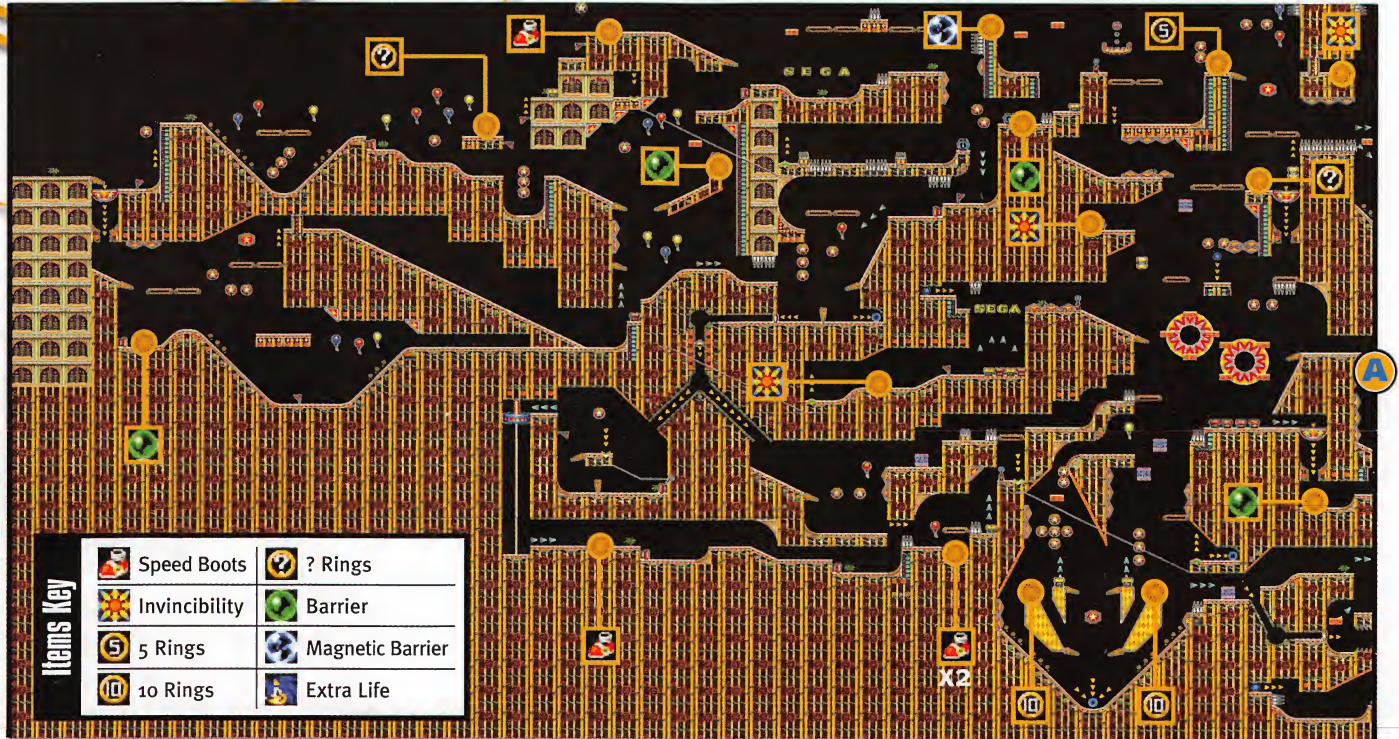


Casino Paradise Zone

Level Overview

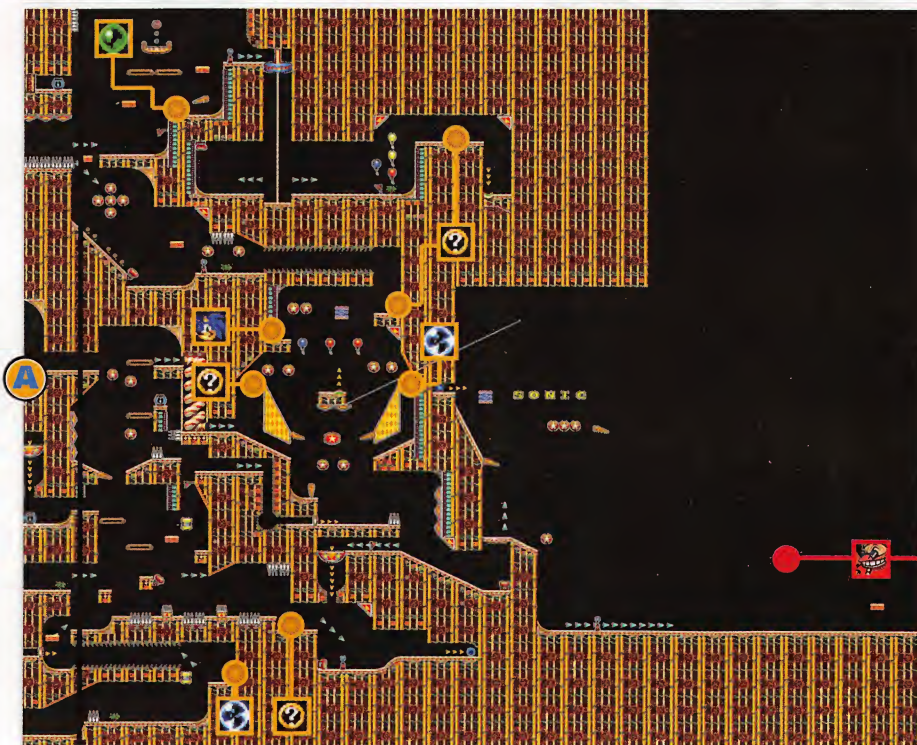
Act **3** Two

Even crazier than Act I, this level is even more difficult to navigate with efficiency. Learning to deal with all the bouncers, springs, and pipes will take a few trips through, although there aren't many secrets worth going for. Dr. Eggman's goofy little airship won't be a difficult boss battle, but it will require incredible jump timing. (*Note: There is no **Special Spring** on this stage.*)



Items Key

	Speed Boots		? Rings
	Invincibility		Barrier
	5 Rings		Magnetic Barrier
	10 Rings		Extra Life



- ① As he passes from tube to tube, you'll need to jump on the actual machine that Dr. Eggman is riding in, and not the decoy. If you accidentally hit the decoy (even from above), you'll take damage and lose your rings. Although this looks easy on paper, as Dr. Eggman starts to speed up, you'll realize that it's very easy to accidentally hit the wrong machine and take damage.
- ② The best place to stand is right underneath the middle platform. If you stand ON the middle platform, you'll actually be at a disadvantage because you won't be able to duck.

Boss Battle: Dr. Eggman



Health: 8 hits



Sonic the Hedgehog

Strategy

- This level concludes with a boss battle against Dr. Eggman in his most complex machine so far, yet it remains one of the easier boss battles because there are so many places to dodge attacks.
- With Sonic, you're going to want to hide below the center platform and stay ducked. When you see Dr. Eggman's ship pop out of either the far left or the far right (lower) hole, jump up and get in a



Spin Attack. As Dr. Eggman begins to take more damage, he'll speed up his movements, trying to bait you into attacking his spiky ball decoy. (Note: You can't destroy the decoy. You'll take damage no matter where you hit it.)



If you can grab the Magnetic Barrier, the rest of the level is easy.



This position is great because it allows you to dodge or attack.

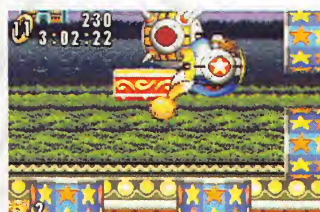
Miles "Tails" Prower

Strategy

- Once again, Tails has the easiest time with this level. If you're looking for speed, just have him fly across the top of the level until he hits the wall in our first picture. Use his Tail Attack to crack it open, then grab the Invincibility and head for Dr. Eggman!



Tails can fly over to this wall and break through with his Tail Attack.



When you see the opportunity, make a swift jump and attack.

Knuckles the Echidna

Strategy



- Of all the levels in the game, both Casino Paradise acts are definitely Knuckles' favorites. Since they're so vertical, Knuckles' Climbing ability really comes in handy. For example, if you refer to our map and see that you've passed up an item, it's never

too late for Knuckles to crawl back up, or Dash Glide across to get that item.

- Against Dr. Eggman, Knuckles can either use the same technique as Sonic, or get creative and use his Dash Glide to attack from side to side. The Dash Glide method is much more risky, although getting in clean hits is a lot easier due to Knuckles being somewhat invincible from the front during his glide.



Knuckles' Climbing ability is just perfect for these levels.



You can either use his Dash Glide or the regular Jump Attack.

Amy Rose

Strategy

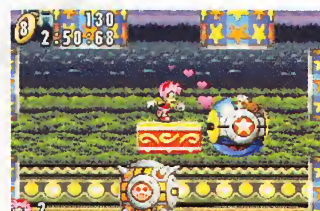


- Amy has a tough time with the Casino Paradise levels, but luckily this second one isn't as crazy as the first. Try and get her a Barrier as quickly as possible, and remember to almost always land your "blind" jumps with a Hammer Whirl (just in case there's an enemy below).
- Versus Dr. Eggman, Amy is the only one of the four characters who's better off standing on top of the platform,



You can pick which way to go when you hit these tunnels.

instead of underneath it. The main reason is because her standard Hammer Attack can just reach either side of the platform. Of course, the hard part is still trying to dodge the decoy when it comes barreling down the upper pathway.



Amy is better off standing on the platform because of her hammer.



Ice Mountain Zone

Level Overview

Act **4** One

The Ice Mountain Zone brings water to the mix, adding yet another hazard into the wonderful world of *Sonic*. If you're underwater for too long (18 seconds to be exact), you'll see a five-second timer appear over you characters' head. If you don't get air before the timer runs out, you'll lose a life. The **Special Spring** is toward the beginning of the stage, as marked on our map.



1 The safest way to access this **Special Spring** is to use Tails and his flying ability. Use the ledge to the right for access.

2 This **Magnetic Barrier** is one of the most important items on the map. Use the nearby spring-pads to grab it.

3 Make sure to grab this **Extra Life** alongside the spring-pad right before the exit. It's the only one on the stage, and it's easy to get.



Sonic the Hedgehog

Strategy

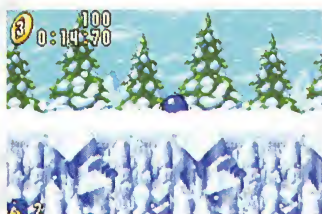
• There are several new hazards to watch out for in the Ice Mountain Zone, but the most important one is the water. Remember that you only get 18 seconds of air before your character goes into the "5-second warning" phase. During that time, you either need to surface for air, or find a bubble pocket down below. (Note: Bubble pockets are placed every 25 feet or so, so you never have to look very hard.)



• Another thing you'll notice is that when you're in deep snow, you won't be able to accumulate speed. This isn't crucial unless you're playing Vs. Mode with the Race option selected, but it's worth noting.



Scan for bubble pockets like this one when you run low on air.



You won't be able to Spin Dash very well in this deep snow.



Miles "Tails" Prower

Strategy

Swimming ability. There's little worry of running out of water when you can simply swim to the surface whenever you want. Ahh, the glory of Tails!

• It's possible to use the adjacent spring-pads to reach the Special Spring with any of the characters, but since you're going to need a few tries to get this Chaos Emerald, it's best to use Tails for repeat attempts.

• Once again, Tails proves why he's clearly the most useful character in this game. Not only is he the only character who can fly through the air using his Propeller Flying skill, but he's also the only character who can fully control himself underwater using his



Tails' swimming ability makes him the perfect character for this stage.



Get up to the Special Spring using Tails' Propeller Flying ability.



Knuckles the Echidna

Strategy

• Although Knuckles doesn't swim, he has two aqua-based abilities that place him right behind Tails as the second most controllable character underwater. His first underwater skill is a modified Dash Glide where instead of sliding, Knuckles swims.

The problem is that you can't swim vertically, and you're constantly travelling somewhat downward as you execute it. The second move is his tread water technique, which only occurs if you get Knuckles up to the surface (using a spring pad, or maybe a moving platform). This is helpful for the final boss, but useless anywhere else in this zone.



Knuckles is the only character with the ability to tread water.



Don't miss this Extra Life at the very end of the stage.

Amy Rose

Strategy

• Since Amy is the slowest-moving all of all four characters, her movement underwater is borderline unbearable. It feels like she's in molasses. Try to remain on the upper section of this map for as long as possible. If you're forced underwater, pay special attention to the 18-second rule.

• Amy's Hammer Attack helps when you stumble across snow drifts. Just give 'em a



quick whack to reveal either a hidden item or a hidden spring.

• Did you know that Amy is Sonic's girlfriend? Although Sonic never agreed to go out with her, she took up the position herself. Interesting....



Whenever you see a large snow drift, make sure to crack it open.



If you remember the 18-second rule, you'll never run out of air.



Ice Mountain Zone

Level Overview

Act **4** Two

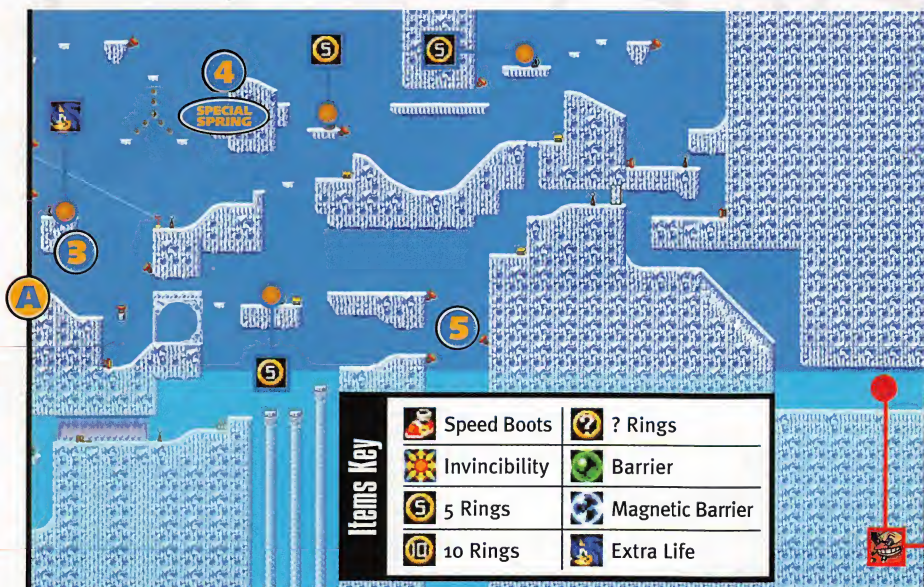
Only about one-fourth of the level is covered in water, which means you won't spend nearly as much time searching for air bubble outlets. The boss battle with the Drilling Machine isn't too hard, but it's much easier if you have a character who can swim (Tails, or to a lesser degree, Knuckles). Also note that Acts I and II of the Ice Mountain Zone both contain **Special Springs**.



1 This passage leads below, but it also houses some fish enemies to watch out for. Just be prepared to jump when they surface.

2 Use the three platforms to get past the voids. Ride them all the way to the top before jumping to the next platform.

3 This **Extra Life** can only be accessed from the top (or if you're using Tails). It's not a big deal at this point, but worth noting.



Speed Boots	5 Rings
Invincibility	10 Rings
Barrier	Magnetic Barrier
Extra Life	

4 This **Special Spring** is accessible by any character if you use the large spinning wheel to the left.

5 This group of vertically mounted spring-pads will bounce you up to the top, above this giant void.

1 First and foremost, this battle takes place underwater. Not only will you have to worry about attacking Dr. Eggman's Drilling Device, but you'll also need to be aware of how much air you've got left, and when you'll need to surface to replenish your supply. To get more air, use one of the stalactites that drops from the ceiling as a stepping stone to the surface.

2 To attack Dr. Eggman, you'll also need to use the stalactites. As they drop, try to get on one and then launch your jump attack up into the underbelly of the Drilling Device.

Boss Battle: Dr. Eggman



Health: 8 hits

Sonic the Hedgehog

Strategy

- The Drilling Machine itself has no attacks, but this remains one of the more difficult battles merely because it takes place underwater. (*Note: Not only is your movement slowed down considerably, but you have to worry about your air supply as well.*) Use the small stalactites as jump-pads to get the extra height needed to attack the Drilling Machine, and just to be safe, use every other stalactite to refill your



Be aware that these Drillsharks attack without warning.



air supply. The only way you can take damage is by hitting the underside of one of the pointy stalactites, or by hitting the side of the Drilling Machine when you're not in Ball Mode. Once you get used to riding the stalactites, this battle is yours.



Remember that you need to surface for air, as well as attack.



Miles "Tails" Prower

Strategy

reached with any of the four characters by using the three-spoked wheel directly to the left of it (see map). Just hop on the wheel, and jump over!

- Although you already accessed the Special Spring in Act I, don't let it fool you into thinking there won't be one on this stage as well. Actually, this is the **ONLY** zone that has two Special Springs, one in Act I and one in Act II. Luckily, this Special Spring is easily



This is the only zone with two Special Springs (Act I & Act II).

- Versus Dr. Eggman, Tails should use the same techniques as Sonic for attacking the Drilling Machine. The only difference with Tails is that he can doggie-paddle up to the surface if he needs air, whereas Sonic needed to use the stalactites.



Use the stalagmites to get the extra height needed to attack.



Knuckles the Echidna

Strategy

- As usual, Knuckles' Dash Glide works well for covering a lot of area quickly. If you're trying to collect rings, however, don't use the glide.
- For the most part, Knuckles should fight Dr. Eggman's Drilling Machine using the same techniques as Sonic. The



Knuckles' 3-hit Combo works wonders against Penguins.

only real adjustment is needed when Knuckles surfaces for air. Because he'll naturally go into the "tread water" animation, you'll need to move down and away from the Drilling Machine before it touches you. If it does touch you while you're in this position, you'll take damage. (*Note: The easiest way to cancel is to jump while holding the down arrow on your control pad.*)



Be careful not to get stuck in the vulnerable "tread water" position.

Amy Rose

Strategy

- As usual, Amy has quite a bit of trouble with this stage. Remember to use her Hammer Whirl often!

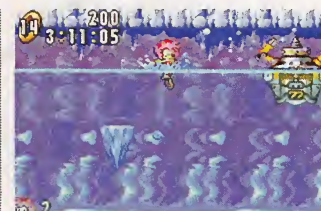
- Amy's Piko Piko Hammer makes her the best character (by far) for taking out the Drilling Machine. She can use her Hammer Jump to surface for air (without the use of stalactites), and inflict damage with her standard Hammer Attack at the very peak of her jump (also without the use of



Amy's Piko Piko Hammer takes out Penguins with ease.



stalactites). So basically, just keep Jump Attacking the bottom of the Drilling Machine until you can rack up eight hits. About halfway through your flurry of attacks, stop and do a Hammer Jump to break through the surface of the water and resupply your air.



Amy's Hammer Jump lets her surface for air without any help.



Angel Island Zone

Level Overview

Act **5** One

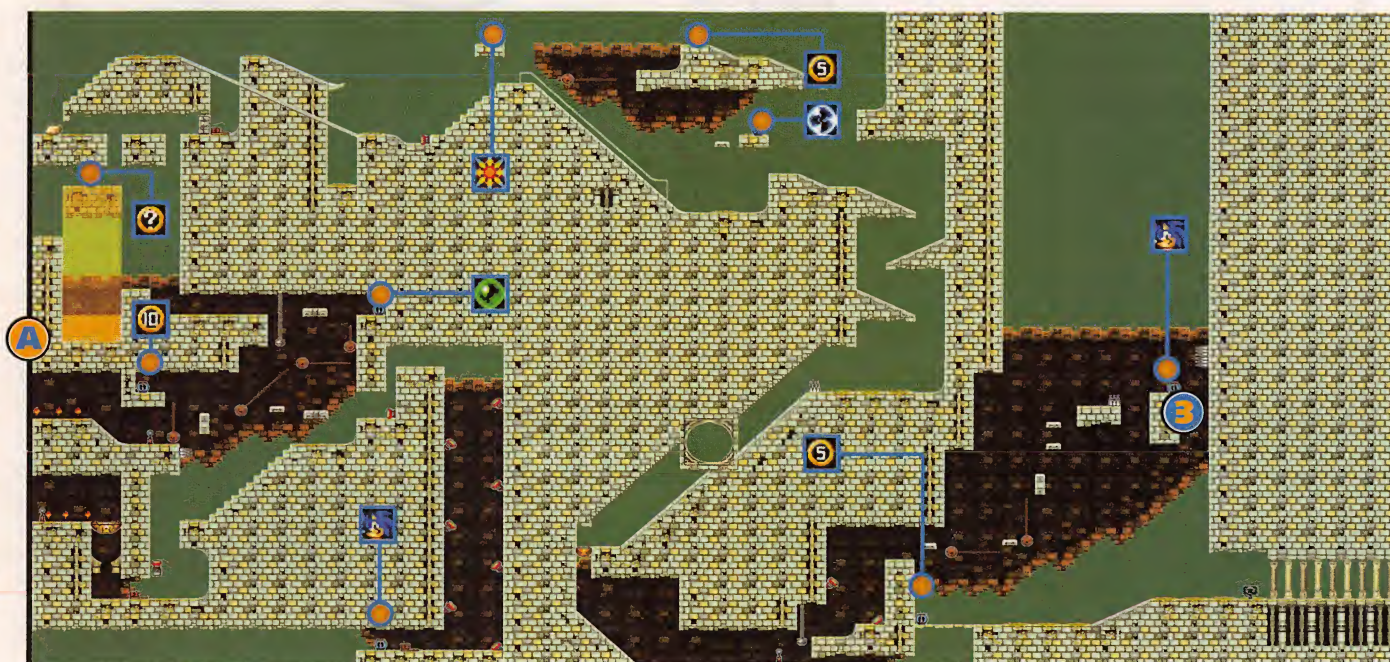
Whereas the first few levels were almost entirely “real ground” with only a few bottomless voids, this level is one big void with pieces of floating land scattered about. Just be careful when making blind jumps, and remember you can hold down the R Button and either the up or down arrow to get an extended view of your surroundings. (Note: There is no *Special Spring* on this stage.)



1 To access this **Barrier**, just bounce off the two nearby spring-pads. It might take a few attempts, but the jump is possible.

2 Each of these three moving platforms needs to be hit to get across this monstrous void.

3 This **Extra Life** is hidden, but not difficult to grab. You'll need to traverse a few wheels and platforms to get it.



Sonic the Hedgehog

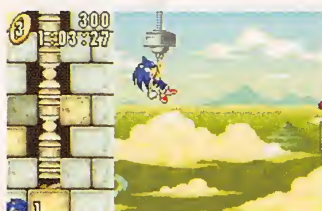
Strategy

• This level is absolutely stuffed with bottomless pits and voids, and is one of the main reasons why you'll need a decent number of Extra Lives when you get this far in the game. For the most part, take this level at a slower pace than normal, and you won't fall into holes or miss easy jumps. Half of the jumps in this level are "blind," meaning you really won't see where you're landing until it's too late.



If you have the choice to go high or low, always take the high route.

• There are two Extra Lives on this stage, both of which are easy to get. Note their locations on our map and make it a point to grab them.



Use these helpful latches to whisk you up to higher levels.



These rotating wheels need to be spun in their slots in order to move them.

Miles "Tails" Prower

Strategy

high platform (about halfway through the map).

• The one great thing about Tails is that even if you're stuck down in a part of the stage where you'd rather not be, you can always use the Propeller Flying skill and get back to the highest point of the level in only a few seconds. Ah yes, the wonderful world of Tails.



• There are two secrets for Tails on this stage, both of them involving a power-up item. The first one is the standard Barrier in the very beginning of the stage. Since it's way up on a platform, only Tails can grab it. The second is a Magnetic Barrier, on another



This Barrier is hidden in the very beginning of the stage. Grab it!



These blocks continually lower, so jump quickly or you'll be stuck.

Knuckles the Echidna

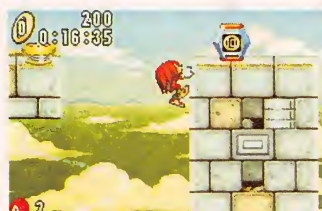
Strategy



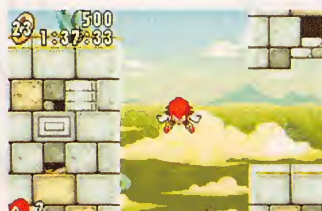
• This little Echidna loves crawling around and getting into trouble. There are a few spots where some decent ring bonuses are only a 10-foot climb away (see picture below on left), and a few others that serve as really great shortcuts if you're into the whole

"speed" thing. When used in combination with his Dash Glide, it's truly a great way to explore the level.

• Of special note to all characters are some of the newer situations to interact with in this area. There will be things like the air shaft shown in the picture below to the right, and also some wheels that need to be spun at fast rates in order to be moved.



Knuckles' climbing ability makes many sections much easier.



Certain shafts have gusts of air that keep you out of trouble.

Amy Rose

Strategy



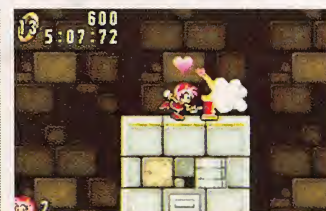
• Believe it or not, Amy doesn't suffer any more than anyone else on this stage. Since there are so many pits and double jumps, speed really isn't an issue here. One of the other cool things is that there are only three or four power-ups that aren't accessible by Amy. And for the first time, she can grab ALL of the Extra Lives! No kidding!

• The only thing Amy has a little trouble with on both Angel

Island Zone Acts I and II are the loops. Since she can't roll into a ball, she doesn't carry any speed through them. This prevents her from making large jumps after the loop, but it won't affect your ability to complete the level with her.



Amy suffers from a major speed loss after taking loops or ramps.



The Extra Life at the end of the stage is accessible even by Amy.



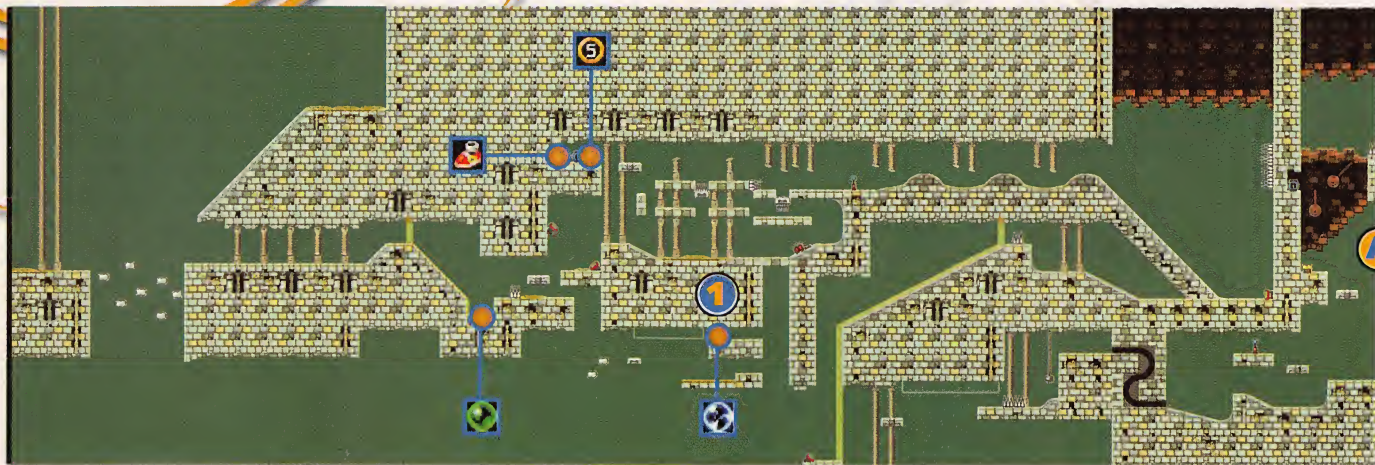
Angel Island

Zone

Level Overview

Act **5** Two

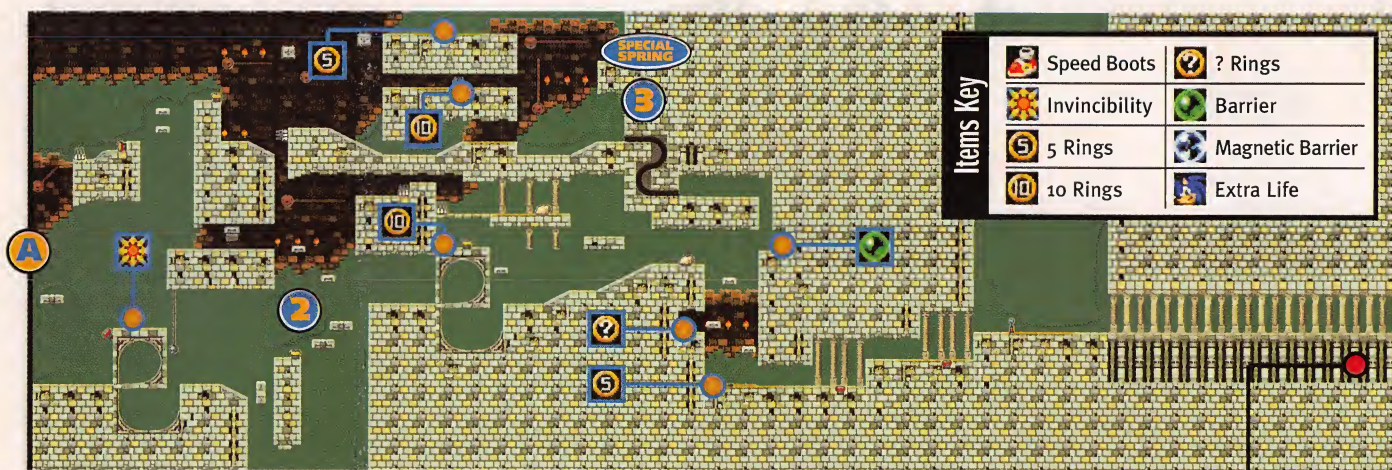
This is the most difficult level so far, primarily because of its tricky enemies mixed in with the sheer quantity of voids scattered throughout. The **Special Spring** is about 3/4 through the level, and you'll only be able to access it from the ledge directly to its left. The boss battle with the two Mecha Knuckles isn't easy, so make sure to go in with at least a Barrier and 50 rings.



1 This **Magnetic Barrier** isn't critical to complete the level, but it's helpful if your mission is to collect tons of rings.

2 Don't zip through this area! Take your time, and jump on each platform separately.

3 This **Special Spring** is only accessible from the ledge over to the left. Make sure to get a nice running start before you jump!



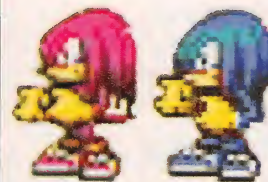
• This is the first (and only) boss battle where you aren't fighting Dr. Eggman in one of his machines. Instead, you're fighting two of his evil robots modeled after Knuckles. Each robot takes four clean hits to kill, although both of them block hits if you attack at the wrong times.

① The first (pink) Knuckles only attacks with the Spin Dash and the Dash Glide. The easiest way to take him out is to time his Spin Dashes, then attack when you see the opening.

② The second (blue) Knuckles is much harder, and uses both the Spin Dash and the Dash

Glide in addition to a Super Missile Attack. The missiles it shoots are guided, and it tends to shoot four of them at a time. Your only hope is to rush blue knuckles during this mode and hope you can keep at least one ring on hand at all times.

Boss Battle:



Health: 4 hits each

Mecha Knuckles

Sonic the Hedgehog

Strategy

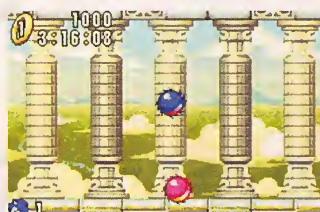
- Sonic needs to play this level very cautiously, much like Amy. Neither character has any movement-based special abilities, although levels like this one make us wish they did.
- Against the two evil robots, Sonic needs to use his standard Jump Attack. It's a long battle with Sonic, because you're pretty much forced into waiting until the first (pink) robot stops using its Spin Dash before you can attack.



And with the second (blue) robot, you'll need to time the homing missiles and learn to jump over them. It's not difficult if you stand in one place and let them go blazing past you. Just have a few rings on hand just in case.



Take your time around voids, or you'll die on simple jumps like this.



Jump over the Spin Dash and attack when the robot is standing.



Miles "Tails" Prower

Strategy

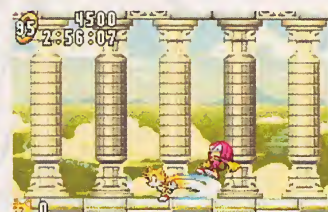
you execute it. The trick is to "crowd" both the blue and pink robots, which basically keeps them from attacking. It goes like this:

- Once again, you'll need to play Tails to repeatedly access the Special Spring.
- Tails should use his Tail Attack almost exclusively during this boss battle. The best thing about the Tail Attack is that it's swift, and you can be a good distance away when

- 1 Jump over the Spin Dash, or duck under the Dash Glide.
- 2 Wait until the robot stands fully upright, and then use the Tail Attack.
- 3 Stir and repeat. With these three steps you shouldn't have a problem.



Look for the this Special Spring in the upper right-hand quadrant.



Use the Tail Attack (at close range) to inflict damage.

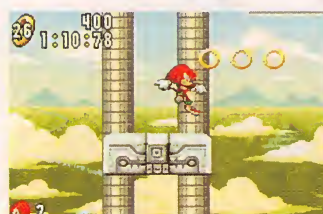


Knuckles the Echidna

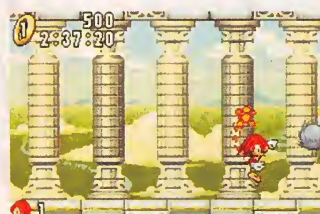
Strategy

- Knuckles should use his Dash Glide when in doubt about an area off-screen. In other words, it pays to glide slowly instead of jumping blindly ahead.
- Knuckles really shows the strength of his 3-hit Combo against these two evil robots.

If you can get either of the two (or both) robots cornered, just go into your 3-hit Combo string over and over again. Not only will you lock up the robot and prevent him from attacking, but you'll also be able to stay away from those annoying guided missile attacks that the blue robot uses. You might take a hit or two, but as long as you keep at least one ring on hand, you're good to go.



Use the Dash Glide to traverse these moving platforms.



Knuckles should go into a continual 3-hit Combo to win this battle.

Amy Rose

Strategy

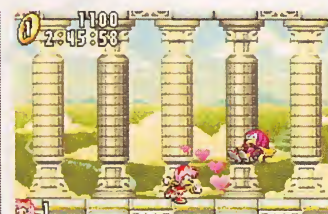
- As with 5-1, take your time when progressing through this stage, and you'll do fine.
- Amy has a good ol' time with this boss, proving once again that her Piko Piko Hammer is capable of much more than just smashing boxes or rocks. If you attack from close range, you can get both the pink and blue robots in a sort of "stun lock" where you just keep hitting them over and over again until they



explode. The trick is to take damage early, grab a few rings, then start pounding on the robots while you're flashing. Remember that the robots take four-hits each, and also that the hits don't count when you see the block animation.



Amy only goes into Ball Mode when she's totally forced into it.



Both robots are easily destroyed with Amy's Hammer Attack.

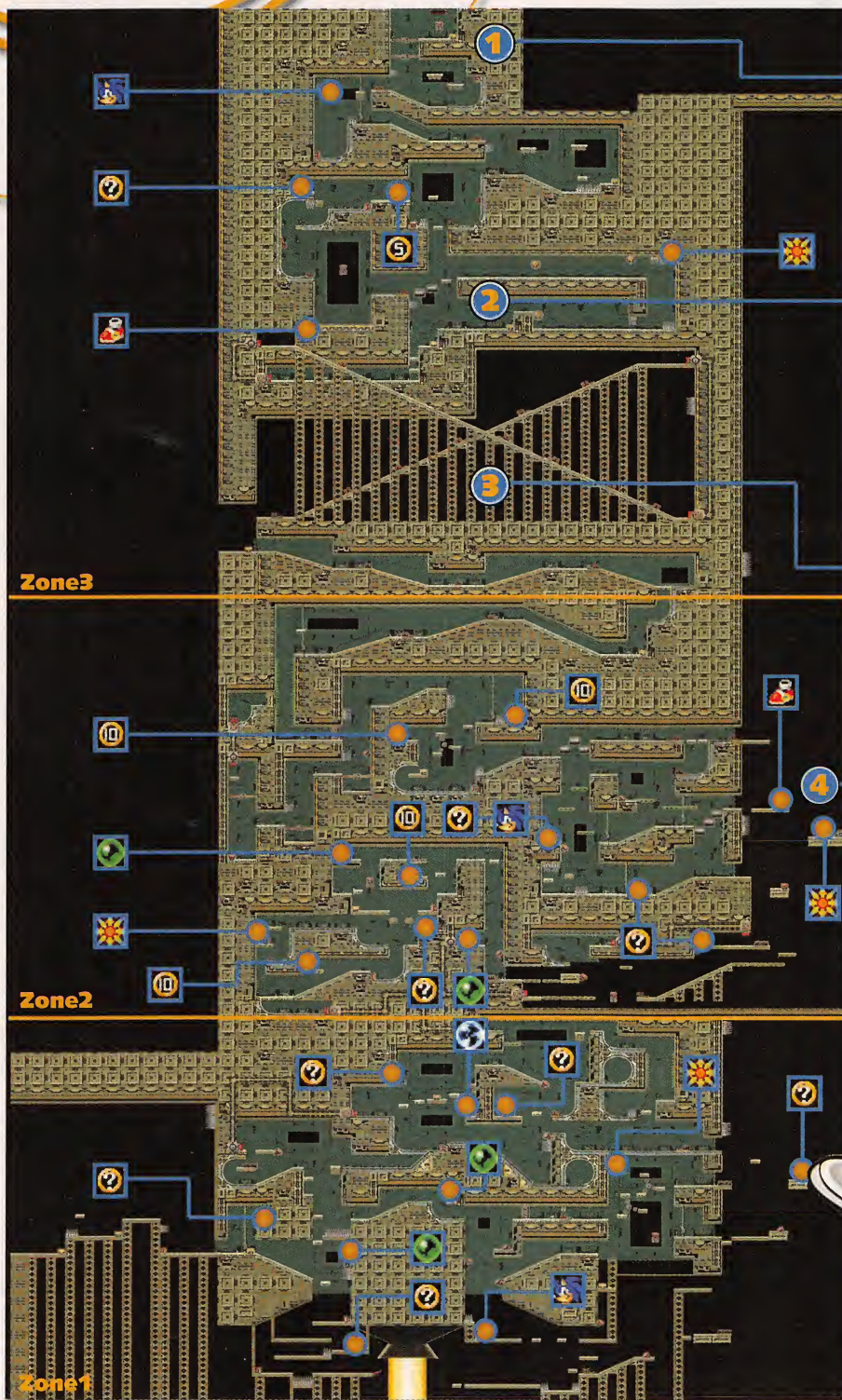


Egg Rocket Zone

Level Overview

Act **6** One

As you move toward the top of this rocket, pieces of the level will fall off and you will NOT be able to backtrack. Therefore, we recommend grabbing all your goodies as you see them, and hoping for the best. No saving those Barriers! This is the hardest level in the game, without a doubt. (*Note: There is no **Special Spring** on this stage.*)



1 After grabbing the last **Extra Life** toward the very top of this rocket, you'll only have to move about three more rooms to get to the end of the stage. To complete the level, shoot up onto the roof of the rocket by hitting the spring below the large opening.

2 This is your first taste of inversion, where the gravity switches from normal to reverse, and you end up walking on the ceiling. All of the other controls are the same (right is still right, and left is left). Just remember that your jumps are inverted also. Oh yeah, and watch out for the spikes next to the **Invincibility** box!

3 The entire bottom half of this area is automated. You pretty much just roll up into a ball, hit the first spring accelerator, and roll on up to the top.

4 This **Invincibility** box is hanging over a giant void, and is only safely accessible by Tails. (Remember that once you cross the orange lines on our map, the previous chunks of the rocket disengage from the main section.) The easiest way to get the invincibility is to simply leap from the platform to the left, and use the Propeller Flying skill to hover across the void.



Sonic the Hedgehog

Strategy

• After you get past the first orange line on our map, you're awarded five minutes to climb up to the next one. After that, you only have five minutes to get to the end of the stage. Although the level looks small on paper and you're probably thinking it won't be much of a problem, be careful with your pacing, or you'll end up losing lives. Sonic does reasonably well with this because he can



morph into Ball Mode and move quickly.

• Once you pass those orange lines, you won't be able to backtrack. In fact, the lower sections of the rocket will completely detach, turning the bottom of the stage into a giant void.



Even Sonic can grab this Extra Life. Just use the floating platforms.



This ledge makes one of the hardest jumps on the level possible.

Miles "Tails" Prower

Strategy

fewer places where it actually makes it easier.

• When playing Tails, pay special attention to the item icons placed on the map. Not only can Tails get the three regular Extra Lives, but he can also get at least two more by collecting 200 rings. There are 300+ rings on this stage, but 200 is a more reasonable goal.



• Believe it or not, Tails has just as difficult a time as all three other characters on this stage. The main reason is because the level works vertically, instead of horizontally. There are few places where the Propeller Flying really comes in handy, and even



These small green bumpers will only push you in one direction.



Use the Propeller Flying skill instead of trying to make difficult jumps.

Knuckles the Echidna

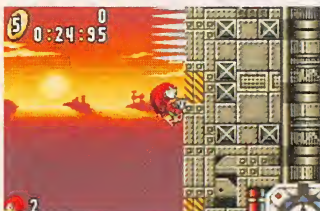
Strategy



• Knuckles fares well on this stage, primarily because of his Dash Glide and Climbing ability. If there's too big a gap to cross, whip out the Dash Glide. If there's a steep wall or obstruction in the way, whip out his Climbing skill. Mix the two together, and

you've got 99 percent of the level covered.

• Remember that you can move both directions with the Dash Glide, and you can switch and float down at any time. If you keep switching from side to side, you can lower yourself almost straight down at a very controllable speed. (This is much better than crashing into a wall of spikes or a void.)



We tried climbing up the side of the rocket, with no success.



As usual, Knuckles' Dash Glide is great for crossing large gaps.

Amy Rose

Strategy



• Amy's biggest problem on this stage are the enemies. They're not placed in wacky places or anything, but rather where any of the other three characters would make quick work of them in Ball Mode. Because of this, you'll need to use the Piko Piko Hammer Attack more often than usual, and it will begin to feel like this level is taking forever. Just be aware of the time limits in the upper sections



When in doubt, use Amy's Hammer Jump to get that extra height.



Swing down from this bar into this tube. It's a real nice shortcut.

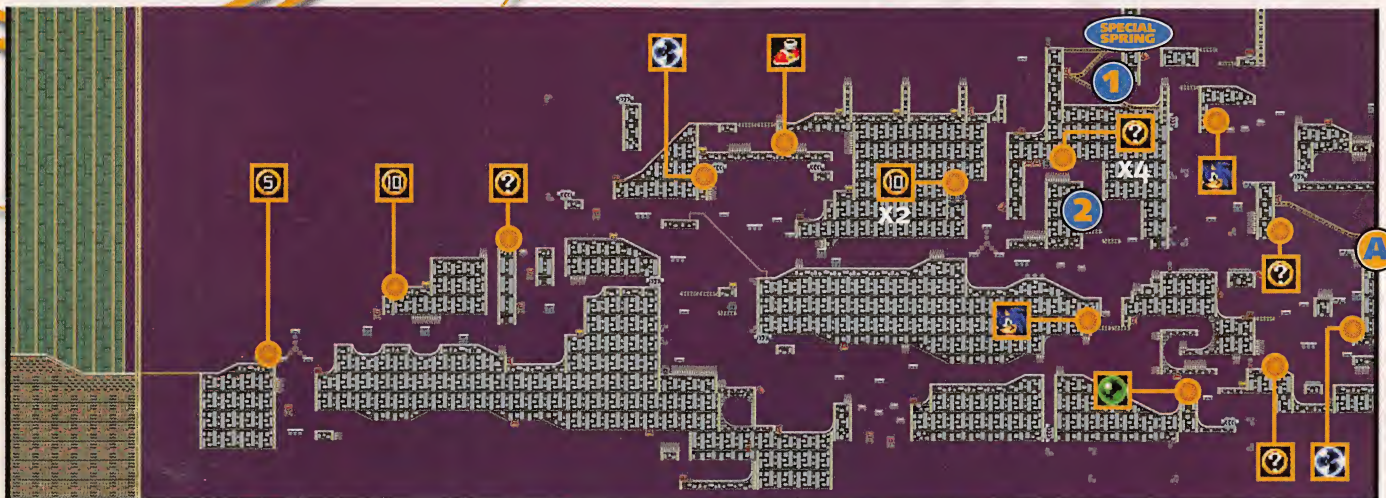


Cosmic Angel Zone

Level Overview

Act **6** Two

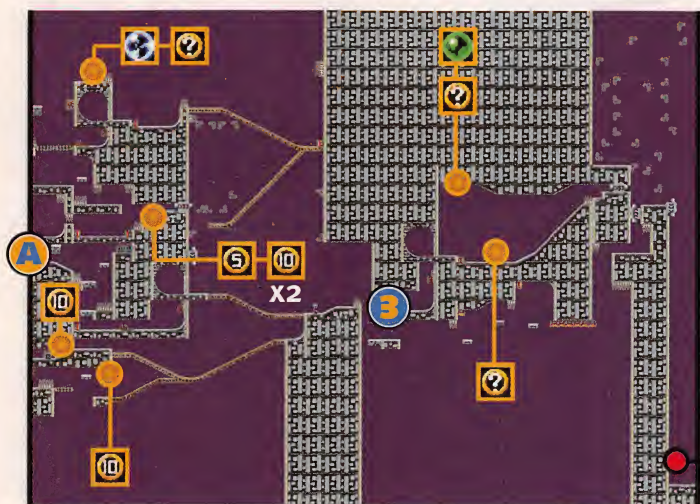
After dealing with the only truly difficult level in the game (Act I), Cosmic Angel Zone is a walk in the park. The **Special Spring** is about 3/4 through the level toward the top of the map. This is the very last Special Spring, and it houses the 7th Chaos Emerald. The boss battle with Dr. Eggman is by far the most difficult in the game, so check our boss box for details.



1 Any character can get to this **Special Spring**. Just take the high path from the beginning of the stage.

2 Although four **? Boxes** doesn't look all that great, remember that you can get a maximum of 40 rings per box.

3 You can either go high or low at this point. Both routes lead to the boss, but the high path has more rings.



Boss Battle:

Since this battle is so difficult, we've broken this section down into only the general tips. Please read each character's strategy box for specific methods on how to win.



Health: 8 hits

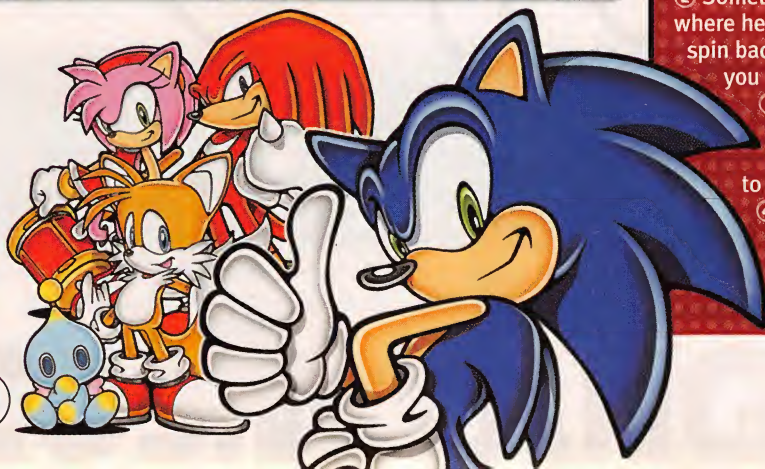
Dr. Eggman

1 The floor in this room acts much like a suspension bridge. It's very solid toward the sides, but in the middle it dips when there's too much weight present. This is all fine and dandy until you try to jump. If you're in the center of the room, you'll quickly find out that your jump will be only half of its original height. This is why we recommend attacking from the sides.

2 Sometimes Dr. Eggman does the "fakeout" maneuver, where he'll spin over for only one moment, and then quickly spin back, showing his spikes. Obviously, he's trying to get you to jump on his spiky underbelly, so be extra cautious.

3 Dr. Eggman's projectiles are very precise, heading wherever your character is when they leave his vehicle. They aren't homing shots, but they will go to the exact location where you're standing.

4 It's important to jump **HARD** on the bridge to flip over Dr. Eggman's pod. You need to be close to do this, but be careful not to get too close! Try to time your "flips" when there are no projectiles present.



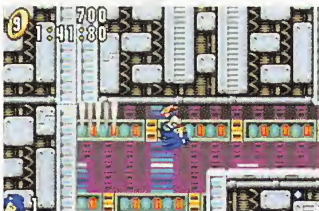
Sonic the Hedgehog

Strategy

- Your only method of attack against Dr. Eggman is the standard Jump Attack. Whenever you see the machine flip over and reveal the glass top, give it a good whack and then jump away. The trick is to make sure that you rebound far enough away from the machine. Depending on where you jump and how much height you get, your rebounds will always be different.



- When the machine starts speeding up toward the end, stay toward either the right or left end so you only have to do a single jump to dodge it. Also remember that your jumps will be "standard power" from the edges of the screens, where there's no arching or bowing.



Prepare to have the level inverted at spontaneous intervals.



When Dr. Eggman flips his pod over, attack quickly.



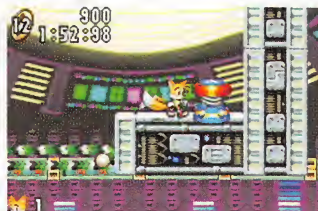
Miles "Tails" Prower

Strategy

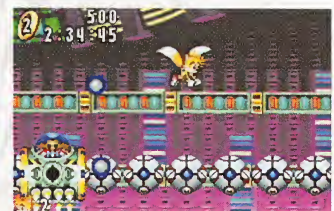
Tails wide open for the spikes to just plow him over, so you've got no other choice.

- Dr. Eggman fires his projectiles every 12 seconds, in groups of three. His timing is exact, so if you want to dodge them easily, just fly around above him at the 12-second mark. All the shots will head toward the sky, which lets you jump over his vehicle without worrying about projectiles clogging up the bridge.

- Just like Sonic, Tails' only useful attack against Dr. Eggman is the standard Jump Attack. Time the hits well, and make sure to calculate in the rebound. (Dr. Eggman flips back to his spikes the millisecond after you hit.) The Tail Attack is too slow, and leaves



Look for the this Special Spring in the upper right-hand quadrant.



Use the standard Jump Attack (at close range) to inflict damage.



Knuckles the Echidna

Strategy

- Knuckles bowls right over this boss, and he is definitely the best character to use for this level. Not only are there two huge walls that he can use to Dash Glide back and forth, but his Climbing ability lets him stick to the wall upon each successful glide. Just

hang on the wall, dodge the projectiles by gliding to the other side, then attack when Dr. Eggman is exposed. Very easy and VERY cool! We wish more boss battles had unique surroundings like this one.

- Although trying the 3-hit Combo may be tempting, don't do it. It's far too slow to hit Dr. Eggman and then have enough time to get away from the spikes.



Don't forget that the Dash Glide can be used as an attack.



In an effort to avoid projectiles, we simply hugged the wall.

Amy Rose

Strategy

- This is another boss that Amy has a very difficult time with. Her Hammer Whirl is a great attack when she's got room to execute it, but this small area combined with a moving floor make it very difficult to connect and then rebound away with total control. The best and most important tip when fighting with Amy is to ONLY attack near the edges of the screen. This way, you can always push to one



side or the other with a really good chance of not landing on the spikes.

- We tried using Amy's regular Hammer Attack, and it connected a few times, but the problem is that she takes a guaranteed hit from Dr. Eggman afterwards.



Amy only goes into Ball Mode when she's totally forced into it.



Amy's Hammer Attack isn't your best choice against Dr. Eggman.

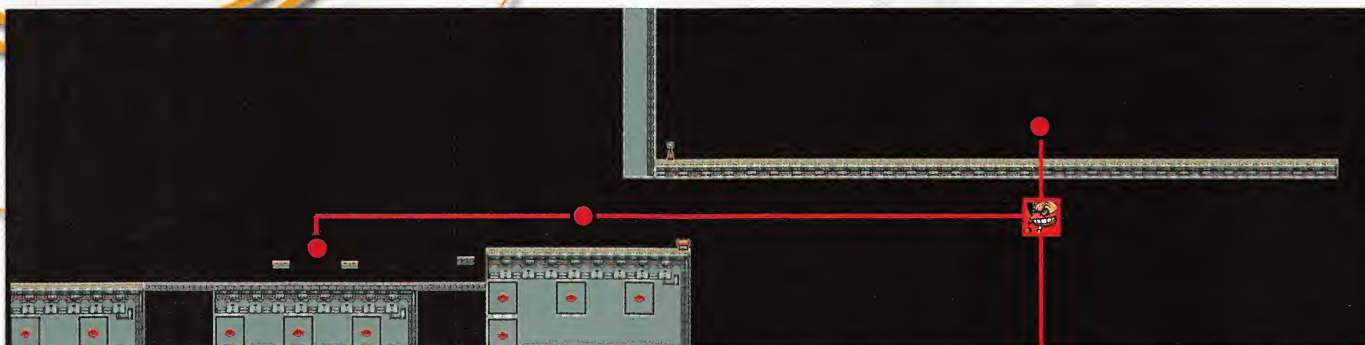


X- Zone

Level Overview

Act **7** One

The X-Zone is supposed to be your final showdown with Dr. Eggman. As such, the level is a series of three boss battles. Defeat all three of Dr. Eggman's machines, and you've won! Watch the ending and pay special attention to the very last screen. (Note: There are no item boxes, secrets, or **Special Springs** on this level.)



1 Boss I

If you remember the original *Sonic The Hedgehog* on the Sega Genesis, you'll probably remember the best method to defeat this boss. The best place to stand is on one of the two platforms—it makes jumping over the ball much easier. When you see an opening, dodge the large flail-like weapon, and get in hits to the main capsule.

2 Boss II

This goofy little Egg Car is easily destroyed, mainly because its only attack is to try and run you over. As you can guess, it's easily avoided by jumping. Attack the main capsule, and watch out for the projectile drill attack right before it explodes.

3 Boss III

Dr. Eggman's final machine is his trickiest yet. To hit it, stand right next to the machine and get ready to execute a jump attack the split second you see his capsule open. When his capsule isn't open, stay in the ducked position to avoid the laser attacks.

The Final Battle: Egg-X



Boss I Health: 4 hits



Boss II Health: 4 hits



Boss III Health: 8 hits

This secret level is only accessible if you earn **ALL** seven Chaos Emeralds as shown in our Secrets section. Even then, only Sonic can access this level after beating the X-Zone as shown above.

Moon

Zone

Level Overview

Secret **!** Secret



- After defeating Dr. Eggman in the X-Zone with all four characters—and if you have all seven Chaos Emeralds—Sonic will transform into Super Sonic for one final boss battle on the moon!
- There's no level here, and no items. As soon as you begin, you'll be fighting Dr. Eggman's Super Egg Machine. Defeat him and see the extended ending!



Since your rings are always ticking down as Super Sonic, the robot will attempt to trap you with these devices. Just tap on the buttons to escape!



The Super Egg Machine only has one weak spot, and as usual, it's the head. It takes exactly eight charged dashes before it explodes.

Sonic the Hedgehog

Strategy

- Sonic fights all three of these bosses with only one of his attacks: the standard Jump Attack. The first two machines go down easy, and it's really just a matter of getting in a few well-timed hits. As long as you don't get smashed by the giant, slow-moving wrecking ball, you're good to go.
- Since Sonic has no other special techniques, you need some impeccable timing to clear the third machine.



The trick is to stand right below the machine (as shown in the picture below to the right), and get the pre-emptive strike on Dr. Eggman by jumping when you see the capsule open up. It's very easy once you get used to the timing, and see it for yourself.



Just use the standard Jump Attack when you see the opening.



Stay in the ducked position to avoid projectiles and bombs.

Miles "Tails" Prower

Strategy

Attack. As you'll soon see, it's really the most ridiculous battle ever.

- Unlike Sonic, Tails can attack the first machine with his Propeller Flying skill. Just hover right underneath the center of the machine, and you'll get in four quick hits, one right after another. Bang!
- Against the second machine, just use Tails' standard Jump



third machine using the same exact techniques as Sonic. The only difference is that Tails can use his Propeller Flying skill to get away from the giant grabber hand. If you ever get down to only one ring, remember our "always attack from the left" rule.



Unlike the other characters, Tails can attack with his propellers.



The giant grabber hand will prevent you from getting your rings.

Knuckles the Echidna

Strategy

- The first and second machines are real pushovers for Knuckles. Against the first machine, just use the Dash Glide from platform to platform. After four swift passes, it's toast. The second machine is easier yet, and requires nothing more than four stan-



dard Jump Attacks to destroy.

- Against the third machine, Knuckles should use his standard Jump Attack and get in clean hits like Sonic or Tails. His 3-hit Combo doesn't have enough reach, and the Dash Glide is too difficult to time correctly. The trick is to time Dr. Eggman in his capsule, and then attack the millisecond it opens. It opens about every 5 seconds.



Knuckles' Dash Glide can be used from platform to platform.



Watch out for this drill attack right before you make your final hit.

Amy Rose

Strategy

- Amy has a simple time dusting the first two machines, but the third machine is a real kicker. Because she can't roll up into a ball and get a decent rebound from her standard Jump Attack, we highly recommend you use her Hammer Whirl instead. It's just so much easier to get in close, get in a hit, and then escape with this move.
- There's a total of 22 rings on this stage, and it's important

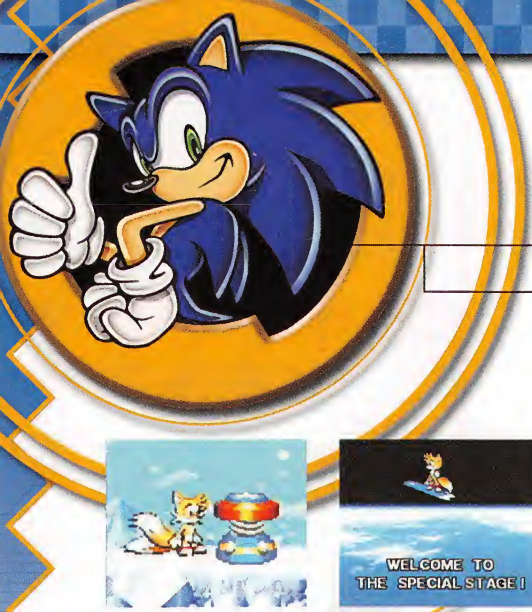
that Amy try to save as many as possible for the third machine. If you take hits and lose rings on the first two machines, just start over. Your chances of getting past the third machine aren't very good unless you go in with at least 20 rings.



If you can get the right angle, use Amy's standard Jump Attack.



If you're having trouble getting close, try using the Hammer Whirl.

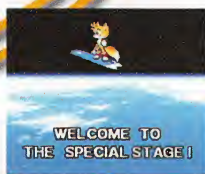


Secrets

Special Springs & Chaos Emeralds

What Is A Special Spring?

So you've read through the walkthrough and noticed all of that Special Spring jargon we used throughout, but you still have no clue as to what heck we were talking about? Well, this little explanation should help clear things up for you. The Special Springs are the only REAL secrets in *Sonic Advance*. There are seven of them, all on different stages, and they're usually very well hidden. When you find one, you can jump on it and be warped to a Special Stage. As you might have guessed, there are seven Special Stages as well, one for each Special Spring. Half the secret is finding a Special Spring, and the other half is completing the ring-gathering requirements and earning the seven Chaos Emeralds. Check out the next page for more details on this process.



Chaos Emeralds Goal Chart

This quick-reference chart shows each of the seven Chaos Emeralds, their locations, how many rings you'll need to pick up to earn them, and also a handy page reference so you can easily find them on our maps. Go for it!

	Emerald I (page 6)
	Level 1-1: 60 rings/120 rings
	Emerald II (page 12)
	Level 2-2: 70 rings/140 rings
	Emerald III (page 14)
	Level 3-1: 80 rings/160 rings
	Emerald IV (page 18)
	Level 4-1: 80 rings/160 rings
	Emerald V (page 20)
	Level 4-2: 90 rings/180 rings
	Emerald VI (page 24)
	Level 5-2: 90 rings/180 rings
	Emerald VII (page 28)
	Level 6-2: 100 rings/200 rings

Bonus Rings

To get Bonus Rings during a Special Stage, execute your trick move (**B Button**) right as you pass through the giant glowing barriers. There are usually at least one per Special Stage, but sometimes there's two. For every barrier that you successfully execute a trick on, you'll earn 12 Bonus Rings. Although it may seem silly on paper, 12-24 rings is an awful lot when you only need 120-200 to get your Chaos Emerald!



That giant yellow disc in the background is what you're aiming for. Try to execute your trick right as you pass through it.

Continues

Another item that's 100 percent exclusive to the Special Stage is the Continue. You can only get a Continue by picking up a Tiny Chao Icon in the Special Stage. Continues are really just a fun bonus, especially since you can simply select the level you want to play after losing all of your lives.



When you see the Tiny Chao Icon, grab it—it's a free Continue!

Sonic 2 Mode

This little trick is a throwback to the early days of *Sonic The Hedgehog 2* (on the Sega Genesis), where Tails followed Sonic's every move. To enter this mode, do the following:

On the character select screen, highlight Sonic and press **Up** once. Next highlight Tails and press **Down** once. Go to Knuckles and press the **L Button** once. Highlight Amy and press the **R Button** once. Now when you go back to Sonic and select him with the **A Button**, you'll hear the "Ring!" noise, meaning you've activated the code. Enjoy!



Tails is extra helpful while attacking those annoying enemies.

Multiple Endings

Sonic Advance may seem simple at first glance, but don't let that fool you. After all, what would a 2-D adventure game be without multiple endings?

Ending 1: Standard

This ending can be viewed by completing the X-Zone with any of the four characters.



Ending 2: Extended

After completing the game with all four characters and earning all SEVEN Chaos Emeralds, bring Sonic back to the X-Zone and complete it *one last time*. As you do, you'll morph into Super Sonic and fight the Super Egg Machine (SEM). Beat the SEM, and you'll be treated to this extended ending.

The Special Stages

This section details the hardest parts of each Special Stage, along with some screenshots to point out those areas. This should help you get your Chaos Emeralds in no time at all!



CHAOS EMERALD I

Level 1-1: 60 rings/120 rings

There are easily 160+ rings in this stage, so getting 120 should not be a problem. Don't smash into the bombs, and remember to execute your trick maneuver (B Button) when you pass through the two glowing barriers. You'll pick up an easy 24 rings if you get both.



The trick maneuver comes in handy when grabbing large groups of rings.



CHAOS EMERALD II

Level 2-2: 70 rings/140 rings

Much like the first Special Stage, this one doesn't require any advanced tricks. If you can stay away from the bombs, collect 90% of the rings, and execute only one of the two possible tricks, you'll make the 140-ring goal easily.



Remember that an even number (140 in this case) will still get you the Chaos Emerald.



CHAOS EMERALD III

Level 3-1: 80 rings/160 rings

This Special Stage has all of the tough sequences from the past two stages, but the toughest new addition of Special Stage III is learning to deal with the jump-pads. When you see one in the distance, try to stay completely centered on it as if it were a ring. If you perform a trick on the jump pad correctly, you'll get all of the rings on the way down to the next group. If you don't perform a trick on the jump pad correctly, you'll miss the majority of the rings and you probably won't meet the quota to pass on to the next section.



Stay clear of the bombs by riding these channels.



There are well over 160 rings in this stage!



CHAOS EMERALD IV

Level 4-1: 80 rings/160 rings

When you're faced with rings that are spread out over a large area, place yourself in the middle of them and use the trick maneuver to grab as many rows as you can. Usually they're set up so that you can grab everything in one pass. Although it seems minor, this little trick is usually enough to put you over the edge. By the first checkpoint, try and have at least 82-85 rings. Those extra two to five rings on the first half really make a difference since the second half contains fewer "bonus" rings.



Use the trick maneuver to grab these rings.



Try and hit at least 82 by the first marker.



CHAOS EMERALD V

Level 4-2: 90 rings/180 rings

This level introduces a new trend in Special Stages: the fakeout. Basically, you'll be faced with many long, winding strings of rings with a crafty lil' bomb placed at the very end. These are there to screw you up, obviously, because if you hit even one bomb on this stage, you're pretty much guaranteed to fail. We recommend that you only go for the first 3/4 of these long strings, and when you see the bomb approaching, shift back to the center of the pipe and stay frosty for the next string. Missing 1-3 rings on the tail end of these strings won't hurt you nearly as much as eating a bomb.



Stay on the outer edge to collect these rings in between the bombs.



There's well over 195 rings in this stage.



CHAOS EMERALD VI

Level 5-2: 90 rings/180 rings

Luckily for us, there's a real surplus of rings on the second half of this stage. If you can collect 90 by the first checkpoint, you should easily hit 190+ by the second one. The only new problem is the large circular patterns of eight rings at a time. To get all eight in one pass, you'll need to execute your trick maneuver right as you—pass through the very center of the group. If done correctly, you'll grab all eight—no problem. There are at least four groups of these one right after another, so stay focused after collecting one group.



You can get all eight of these rings if you keep yourself centered.



With both bonuses, there are well over 200 rings on this stage.



CHAOS EMERALD VII

Level 6-2: 100 rings/200 rings

Unlike every other Special Stage, you'll need to collect almost every single ring to collect this last Chaos Emerald. (Note: We'd say there's a max of 210 rings on this stage, so there's not much room for error.) The hardest thing to master is the slalom sections, where you need to go from rail to rail picking up rings as you dodge the bombs that are only a few pixels away. Since the level moves at a set speed, the real trick is finding the rate at which to switch from side to side. Once you collect this last Emerald, it's time to go fight Dr. Eggman in the X-Zone with Sonic one last time!



These "slalom" bombs are the toughest part of this stage.



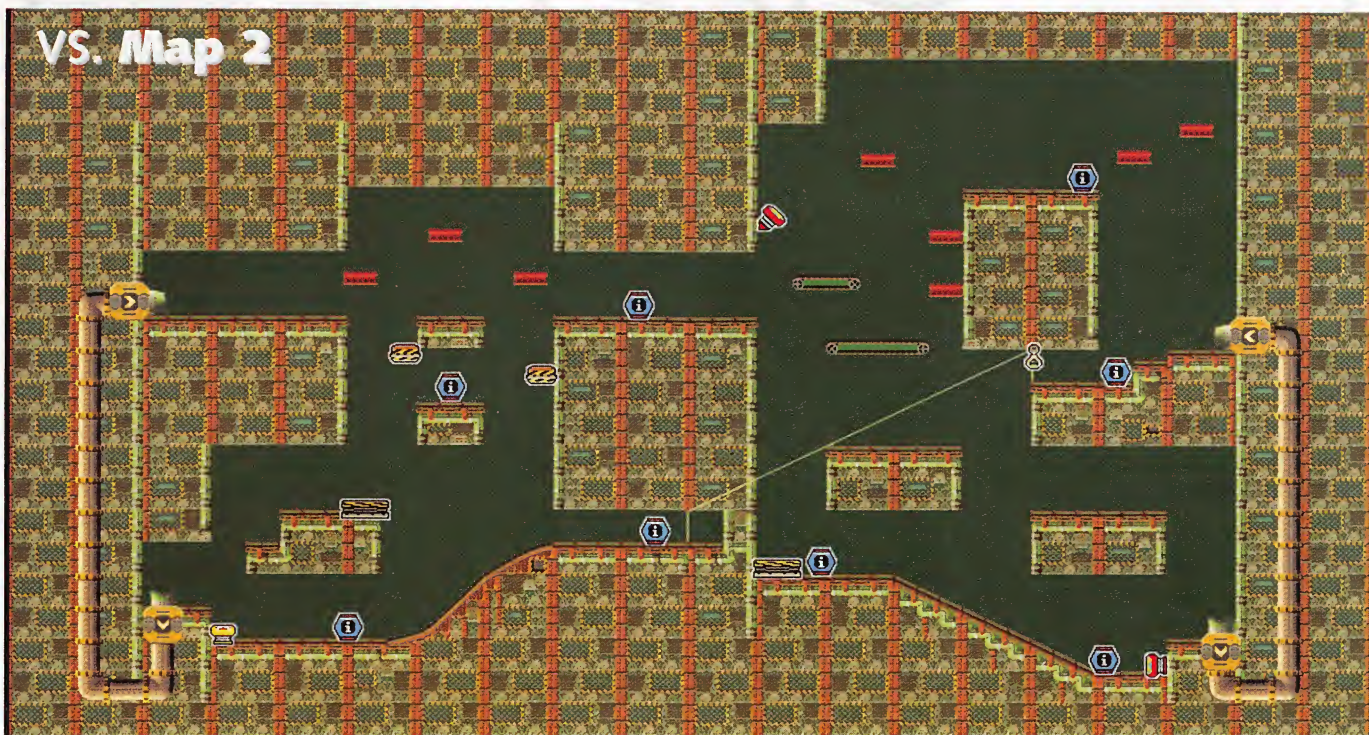
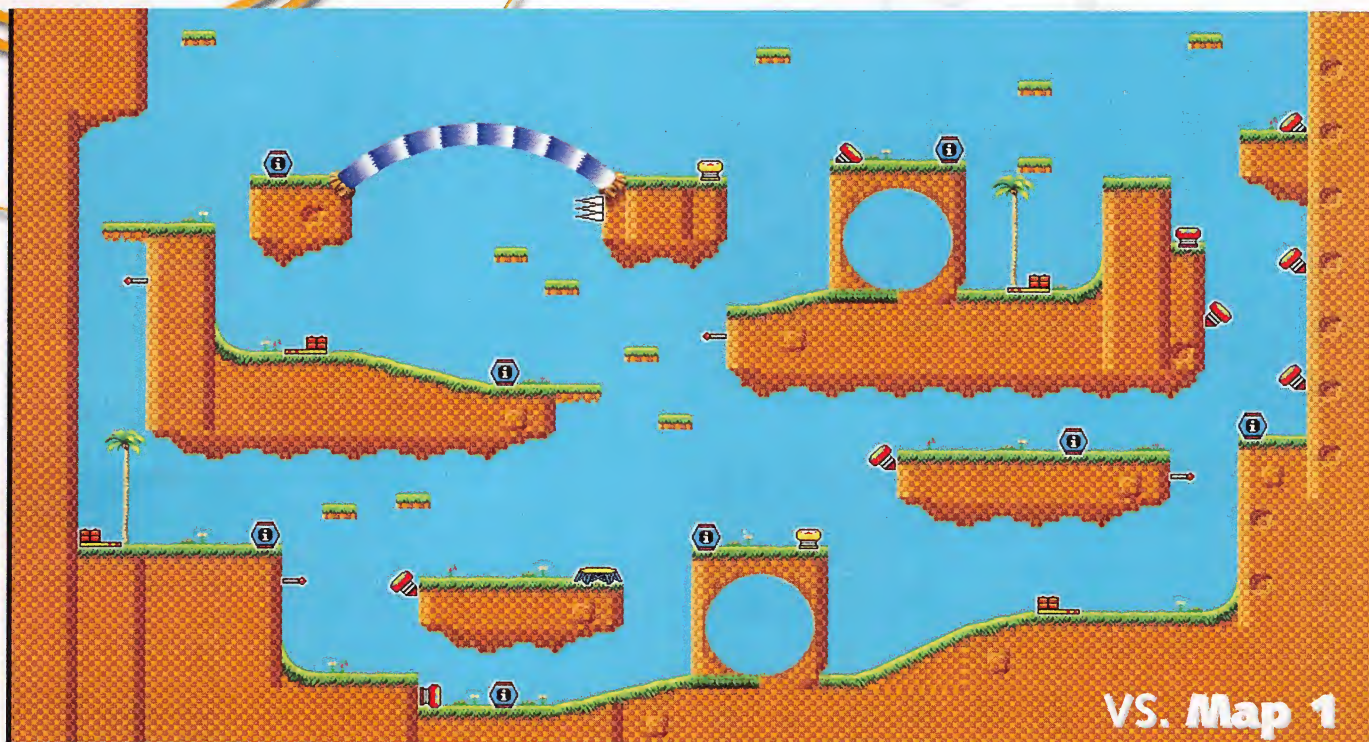
203 rings is the most we've ever achieved on this Special Stage.

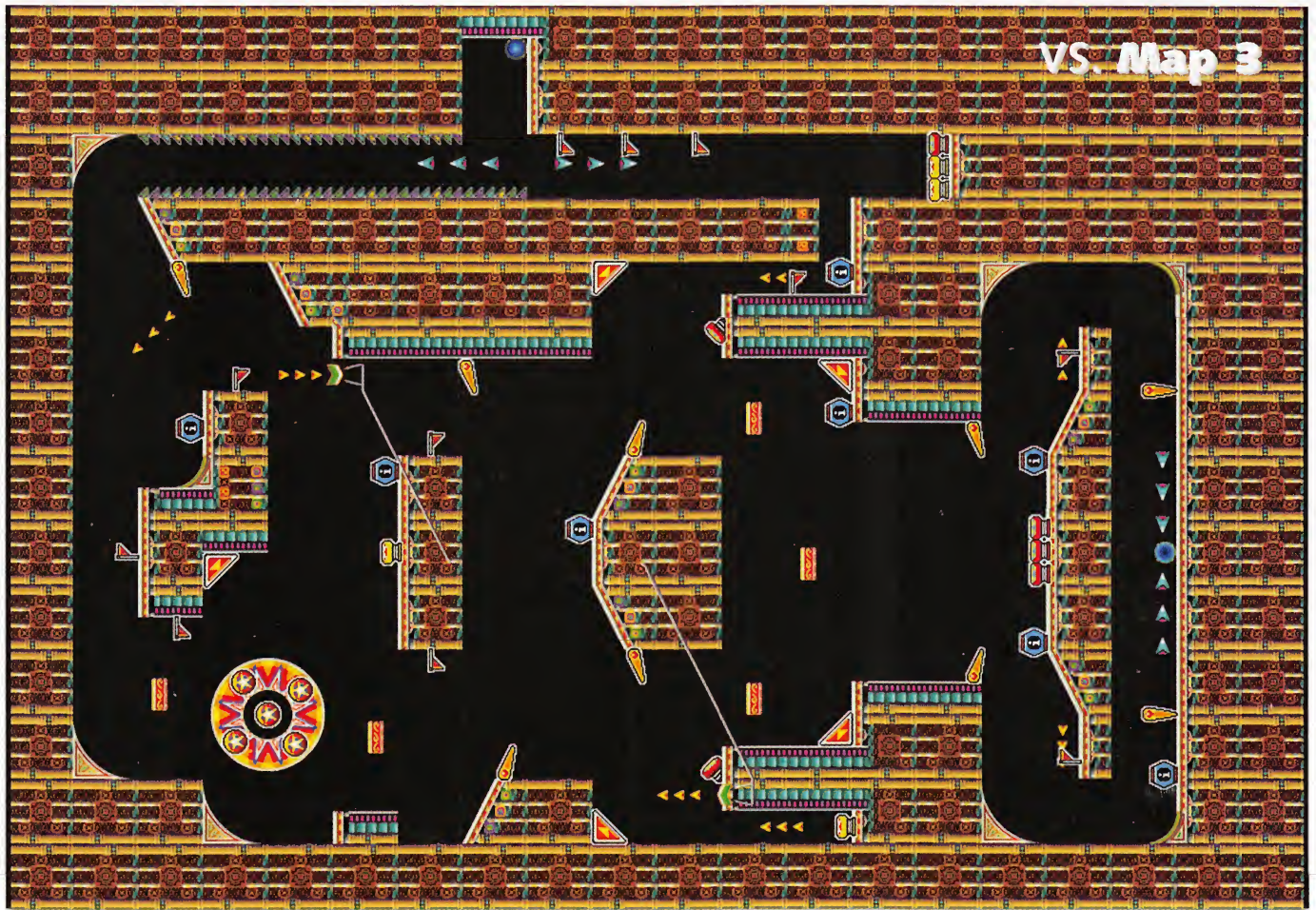


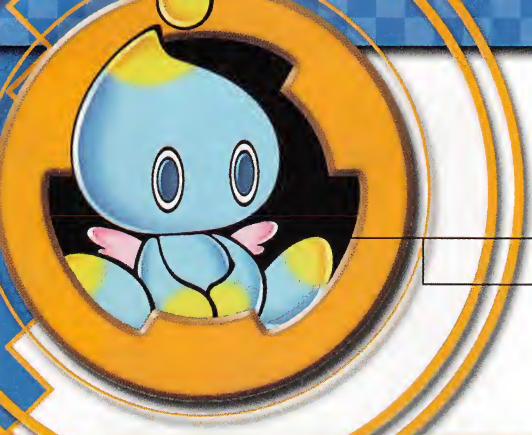
Versus Mode

Versus Mode Maps

These multiplayer maps are shown as large as possible for your reference. Although there is definitely some strategy involved in the Versus Mode, we felt that the instruction manual does a very good job explaining the various modes of play and how to deal with them. *Enjoy!*







Tiny Chao Garden

General Tactics

Luckily for us, raising your Chao seems a lot more complicated than it actually is. We were hoping that there would be some sort of super secret if you could develop your Chao to a certain level, but it never happens. As such, we recommend you focus not on building your Chao, but rather on having fun with it.



Weeds really have no significance unless your Chao is already seriously grumpy. More specifically, if its Mood is lower than 1/4 and there are more than 10 weeds, it will become angry.



A Chao Stats

Unless you plan on exporting your Chao to the GameCube version of *Sonic*, the seven stat meters don't actually affect your Chao in *Sonic Advance*. The benefit in building up these stats is so that you can export him to your GameCube and then use your powered-up Chao to win races or competitions.

B Feeding

You need to feed your Chao Special Berries from the pull-down menu or it will become angry. You can earn rings to buy these berries either by playing the two mini-games, or by completing the regular game. (See the next page for more info.)

C Talking

Every 30 seconds or so, your Chao might say something for no apparent reason. The vast majority of these comments are silly and have absolutely nothing to do with the game. Unfortunately, you cannot answer or interact when it asks questions or makes comments.

D Petting

If your Chao has a low Mood meter, you can pet it once every minute or so to bring it back up.

E Sleeping

Once every three to four minutes (it varies), your Chao will take a nap. If you attempt to wake it up while it's napping, your Chao will become angry and lose a few points on its Mood meter. There are no other features related to sleeping.

F Toys

There are three special toys you can buy for your Chao. Each of them has a special feature (see next page), but none of them add anything super-secret to the game.

G Running Away

If the Mood meter ever falls to zero and stays there for one FULL hour (of game time), your Chao will run away. When this happens, you won't be able to exit the game (or save) until you pet your Chao and make it come back. Basically, you can't lose your Chao unless you hatch a new one.

Mini-Games

There are two mini-games in the Tiny Chao Garden, both of which are incredibly simple and fun to play. You can enter these mini-games as many times as you want, and they don't cost anything to play. Below we'll explain how they work, and also give a few common-sense tips for each one.

Rock Paper Scissors Game

This plays just like the traditional "hand-to-hand" game, except it's shown on little cards. Every time you beat another card by showing the winning item, you get one ring. When your time runs out, the rings you've earned go into your bank. If you ever get confused, just remember these tips →



Seriously, that's it. Oh and try not to focus on the time, or get all crazy with your speed. Just play at a normal pace, and you'll be able to consistently grab 20-30 rings per game. (Note: This is the faster of the two mini-games if you're looking for a lot of rings.)

Matching Game

The matching game is nothing more than a simple game of classic "memory." Just match two of the same items by flipping over the cards, and you'll win the amount of rings shown for those cards. If you guess the wrong card three times in one game, you lose. Here are some tips:



Just like that good ol' memory game you played a child, this matching game is solid fun.








① A good majority of the tiles are right next to each other (see picture to the right). If you can get these out of the way, the rest is easy.

② We got perfect scores every time, but we cheated. We just took a screenshot as they unveiled the tiles, then brought it up on our computer as we played. Yeah, it's cheesy.

Buying Stuff

Special Berries

Below is a chart showing all seven Special Berries, what they look like, how many rings they cost, and what they do for your Chao. Some berries are better than others, and some just plain stink. (**Note:** Each number in the chart below represents one point on the corresponding stat meter. -1 would be minus one point, +5 would be plus five points, etc.)

Special Berry Stat Chart							
Type	A	B	C	D	E	F	G
Price	30 R	60 R	55 R	50 R	30 R	55 R	70 R
Mood	+1	0	+2	-1	+1	+2	-3
Belly	+2	+1	+2	+1	+2	+2	0
Swim	+3	+2	+4	0	-2	-3	+3
Fly	-2	+5	-3	-1	+3	+4	+1
Run	-2	-1	+4	+3	+3	-3	+3
Power	+3	-1	-3	+4	-2	+4	+2
Stamina	+1	+3	+2	+2	+1	+2	-5

Important Special Berry Tips

- We highly recommend that you try and build up your Chao using only ONE type of Special Berry at a time. As you can see from the chart above, each of the berries gives great bonuses to certain stats while subtracting from other stats. However, you should also note that any of the five “Skill Stats” (stats shown in **RED**) CANNOT fall below zero once they’ve leveled up. So in other words, level up your desired stat until it hits the level you want, then focus on another stat using the corresponding berry. This way there is no wasted skill-point allocation.
- There are THREE berries that stick out as real winners. If you plan on building up Swim and Run, then use Berry C. If you plan on building up Fly and Power, then use Berry F. And for Stamina, we recommend Berry B. Remember to only select ONE of the above berries at a time, and then level up until you hit the desired level. When you’re ready to switch, go ahead and do it.

Special Toys

There are only three toys for your Chao, each of which can be used in different ways as detailed below.

1 Trumpet: 2,000 Rings



This is the first toy that’s available for your Chao. If you purchase it, your Chao will blow on it and make music. (**Note:** You can manually pick it up and make your Chao play with it.)

2 Rubber Ducky: 2,000 Rings



This toy appears after you buy the Trumpet. It enables your Chao to float in ponds, but it doesn’t affect Swimming ability. It’s very difficult to get your Chao to use the Rubber Ducky on the Game Boy Advance.

3 TV Set: 8,000 Rings



The TV appears approximately three hours after buying the Rubber Ducky. If you purchase it, your Chao will watch it on occasion. (**Note:** It needs to be in your Chao’s field of vision to be used, so try placing the TV Set right in front of your Chao as it walks.) If you pick up the TV Set while your Chao is watching, it will become angry and lose several Mood points.

Chao Eggs

Chao Eggs are the most mysterious items in the game, but they’re only important if you plan on buying *Sonic Adventure 2 Battle*.



Egg Appearances

The official explanation for how and why Eggs appear is so bizarre that it doesn’t even make sense. As such, we’ve super-simplified it into this:

- You only get ONE Egg per Chao, period. Unless you plan on exporting multiple Chao to the GameCube memory card, or your Chao runs away, you’ll never see anything but your very first egg. And since you CANNOT ever clear your Chao from your memory card, there’s not much you can do about it. **Conclusion:** Unless you buy *Sonic Adventure 2 Battle*, you’ll probably never see more than one egg.

Buying Eggs

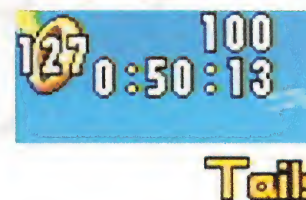
When you first start up your new Chao, it is determined whether you get a Normal Egg or a Rare Egg. The ratio is 3:1, Normal:Rare. After it determines Normal or Rare, it uses the appearance and pricing chart as shown below.

Normal	
Normal (20%)	0 Rings
Silver (20%)	500 Rings
Gold (15%)	1,000 Rings
Ruby (15%)	5,000 Rings
Sapphire (10%)	7,000 Rings
Amethyst (10%)	8,000 Rings
Emerald (10%)	10,000 Rings
Rare	
Garnet (20.5%)	12,000 Rings
Aquamarine (20.5%)	14,000 Rings
Peridot (50.5%)	16,000 Rings
Topaz (.5%)	18,000 Rings
Onyx (8.0%)	20,000 Rings

Ring Gathering

Although some will consider this method cheap and somewhat against the whole principle of raising your Chao, we say if it’s in the game, then why not exploit it. So... here’s the step-by-step method to earn a massive quantity of rings in a very short period of time:

- 1 Pick Tails or Sonic, and start up Level 1-1. We use the very first level because it’s incredibly easy and super short. Run through the level as fast as you can, only collecting rings that you pass, never going out of your way to get them.
- 2 When you finish the level, your rings will be stored in your bank. As soon as you hear the “cha-ching” sound meaning your rings have been stored, do a soft reset on your Game Boy Advance. (Press **B+A+L+R+Select+Start** all at once).
- 3 Get back into Level 1-1 and repeat.



125+ rings in under a minute? Do this for an hour, and you’ll have an easy 8,000 rings.

FLIP FOR

SONIC™ ADVENTURE 2 BATTLE



Official PERFECT GUIDE

Pro Strategies for Every Mission!
Every Secret Revealed!